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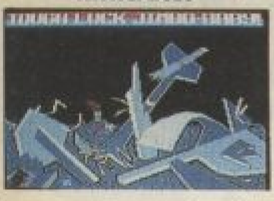


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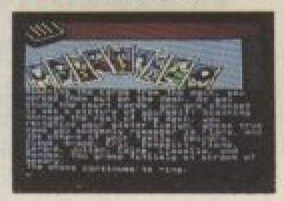




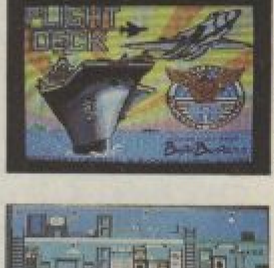
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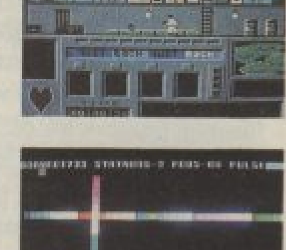
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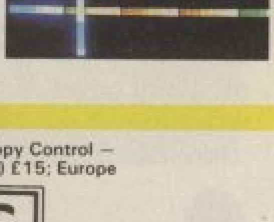
SCREEN SCENE



Flight Deck



Time Trax



Hyperforce

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ABC
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Letters

A Hotshots fan writes

I have just read my new Commodore User and a certain Daniel Procida's letter. How dare he say such things! For one, Hotshots is one of the best things in Commodore User! (Well done, Mike). Another thing is that Ken McMahon is right most of the time. I played *Death Wake*, I should know.

Over the last few months Commodore User has changed for the better. So stick it Daniel! By the way, what's my prize for saying these nice things about you?
Steven Moody,
Malachide, Eire
A T-shirt?

Hard up

I was a proud owner of a Vic 20 until Commodore took it off the market.

I was planning on getting a C128, so I saved up for one (which took a very long time). Finally I had the money and guess what? . . . My parents wouldn't let me buy one and I know I won't get one for Christmas because I never get much.

I do envy people who write in to you about their games or their C16's, Plus/4's, C128's and C64's because I hear that they have great computers and I have only got a puny Vic 20. Even though I have a Vic 20, I still get CU because I think it is a very good read. Your Mag is full of news, reviews, etc. It's fab! I used to get every single magazine for Commodores until I ran low on money and I had to choose one and I chose you.

Anyway, why bring a computer out on the market when you are going to take them off later on even if they do sell a lot?

I too think disk based games are too expensive e.g. £9.95 for a game on tape (expensive) and an extra fiver for the same game on disk, software houses must think kids have got money on tap, but who am I too complain? I haven't even got a good computer to play them on.
Chi Chiu,
Shiremoor, Newcastle upon Tyne.
This letter brought tears to our eyes, Chiu. Tell your parents we say the 128 is a good buy, and have a T-shirt.

All at sea

In the June issue of Commodore User, you reviewed a game by Electric Dreams called *R.M.S. Titanic*. A good idea, but why can't they get their facts right. It wasn't "R.M.S. Titanic" it was "S.S. Titanic".

Knowing a little bit about the 15th April, 1912, I was shocked to see one of the world's most famous ships have its name changed.

So please ask this little software house, how could they do such a thing?
William Turner,
Dagenham, Essex.
Sorry William, but we've checked it and it was the Royal Mail Ship Titanic.

Prog moan

I am the proud owner of a C64. I am disgusted in the way that your programs (Hunchback and Music Keyboard) will not enter in, in these programs there are lines that cover more than two lines when typed in. When I press return 'syntax error' shows up. When I list the program the lines do not show up. Please could you tell me how to overcome this problem? I have tried to split the lines up into different lines but it does not work. If you could, I would like you to redo the lines and show them in your next edition or send them to me to the address above.

Hunchback was in your April edition, and I wrote a letter to you about it but I received no reply. Music Keyboard was in your June edition. I await your reply with eagerness.
Scott Wilson,
Rochester, Kent.
There is nothing wrong with these games. Have you used Easy Enter? Have you typed them in correctly — the same goes for anyone else!

Facelift

I was really impressed by your 'new look' for the June edition, as it makes it look more modern and up-to-date. Another great idea was the Screen Scene index in the contents page, which I found really useful.

I have now stopped buying *Computer and Video Games* and have combined to buy CU because your games reviews are in colour, well-presented and most of them take up a page each at least, and all the new games are shown, before they are brought out onto the market, e.g. *Ghosts & Goblins* and *Paperboy* etc. I was also impressed by your letters page which had to be expanded, as it is one the most interesting features.

One of the reasons I prefer it is because a larger percentage of the pages are in colour, unlike some mags, I can mention. Also, how do most mail order software shops manage to sell well known games for £7.50 include P&P?? Anyway, I think Elite are doing fantastically, with a great arcade version. Games such as *Bombjack, Paperboy* and *Ghosts & Goblins*.

Keep up the new look and features.
Jamest Marshall,
Twickenham, Middlesex.
Sorry about that C+VG

What a Bummer

Could you tell me what is wrong with *Commando* from Elite? It goes weird for me, which would probably be liked by Yak Minter, but not by myself.

After seeing the jive on the screen, I hopped on a 42 bus which took me to town. I bopped on into the local shop where I bartered 16 sovs for the game, whereupon I was verbally attacked by the security guard. I returned the attack, but physically. The guard will probably not do it again.

After grooving on up the escalator, I approached the computer centre. After waiting for what seemed aeons, I was able to talk to the assistant. He replaced the copy. I funked on home and booted the tape. No change. Groove on back, see the guard's new neck collar and jive on upstairs. I told the assistant that the game may have been a pirate copy, as there was no holo-gram sticker on it. In an older Elite advertisement, for *Kokotoni Wilf*, Elite stated that there would be one of these



stickers on the cassette. Anyway, the manager replaces the copy after a lecture. Boogied on home. I wasn't freaked out when the game came up. Still bogus man, still bogus.

I didn't bother to replace it.

Also, I DO enjoy bike shed humour, and I do NOT care if Sam

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Fox exploits her body. Everyone exploits something — catch my drift?

I do not care if someone calls me a bootlicker (get that Daniel Procida) so I declare that your mag est très bien.

Catch this Mark Storey — no other magazine criticizes the Plus/4 as no other magazine bothers with it.

I hope all is well in your part of the universe and that Linda Thomas is enjoying herself down at Greenham Common with the rest of the Women's Libbers. Groove on out.

Paul Kierna,
Malahide, Co. Dublin

Like farout Paul we dig what you're saying, man, we think. Anyone seen the hippy convoy?

Star Letter

Cool it

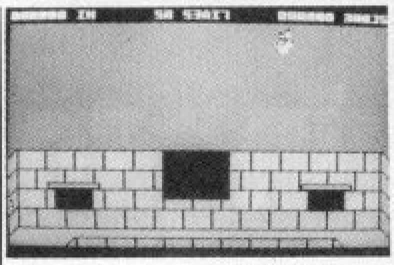
I buy CU each month, and think it's the best Commodore mag going. I do enjoy reading Zzap 64 too, but not as much as CU. I bet you'll rip this letter up and vomit all over it now, just coz I mentioned Zzap 64. What I'm saying is, both CU and Zzap are very good, so why are you rivals? I would have thought that such good and such popular mags would have gone well together.

Also, why didn't *International Karate* get a Screen Star? It's not "just another karate game", it's really quite special. The men look the same as in *Fist*, but so what? It's much smoother, faster, more playable and 100% enjoyable. By the way, did you know that *International Karate* has three speeds? You did? Then I won't bother telling you that holding down "S", "A", "X" and "I" at the same time makes it really, fast, and "S", "A", "X" and "4" makes it really slow. Any other key returns it to normal. Also, holding down "S", "X" and "E" (that's an anagram!) will make the men complain a lot! I wonder why?

I like your new reviewing system. It's a vast improvement on the old one. Computer Magic was also very good, but Play To Win II is brilliantly, brilliant. But how about some pokes too? This would make it even better.

Finally, mainly in reply to James Foster in June 1986 issue, here's what I think is Hot on the 64:-

HOT — Epyx, Jeff Minter, CU,



Zzap, Andy Braybrook, Archer Maclean, Electrosound, Rob Hubbard, Game Killer and Multi-colour sprites.

NOT — Software Projects, Domark, US Gold's loading music, Melbourne House, Martin Gallstone, one-colour sprites, Rambo, Ocean (where's "Supertest", "Knight-Rider", "Streethawk" etc?) and Elite (the game not the company).

But none of these are as good as Rob Hubbard. He's the best.

Rick Jones,
Dover, Kent

International Karate was not original enough to get a Screen Star, sorry — wait and see if Fist II gets one!

Star Letter

Pale point

Referring to Jamie Phillips' letter under the heading of 'Pole Axed'. About two months ago I bought Yie Ar Kung Fu and I was very disappointed because in about 2 weeks I had mastered the game, in fact I got so good at it I beat the Kung-Fu master, Blues roughly 140 times and clocked the score nearly five times.

I could have gone on but my hand and eyes starting hurting and it got very boring — even my little brother, aged 10, got onto Blues.

Jamie Philips says Pole is extremely hard but if you use the following moves you should have no trouble getting past Pole.

Don't move, just duck. When he comes up to you do a leg sweep, you might only get one in but don't move towards him. Keep on doing this and he'll go down.

Richard Weedor,
Winmore Hill, London

Elite write

I am a proud owner of a Commodore 16 and I congratulate you on the great support of this machine.

I was browsing through one of your magazines and I noticed that you mostly give colour photographs for the 64 and black and white for the 16 Plus/4 in your Screen Scene section.

The 64 and 16 may be different computers but could you even have a Screen Star 16 and Cheapo of the Month for the 16 and Plus/4?

I'm sure that many 16 and Plus/4 owners would agree.

Andrew Wilcox,
11 Charles Road, Pembroke, Dyfed.

Andrew Wilcox! Come on Elite, you don't get colour reviews for Frank Bruno that way!

In fact although we are limited for colour we don't rule out its use on C16 games if they deserve it. The same goes for Screen Stars.

C16 points

I think your magazine is ace but I have one or two criticisms. Firstly, how about having some adventure reviews in the "Into the Valley" spot for the Commodore 16? Every month I eagerly turn to the page for some 16 reviews, but alas I find none.

Secondly, why not have a page where readers can write in asking for help with adventures? I am sure this would be gratefully received.

Thirdly, make reviews for Commodore 16 games longer! For instance in the June issue I counted 14 pages for the 64/128. For the C16: 2 pages of reviews!

Jasan Hoe,
Cheriton, Folkestone.

Well Jason we're putting more in and I think you'll find the rest of your requests catered for already.

Dearos schmearos

Firstly, I would just like to say that I really enjoy reading your excellent magazine. Now I come to the rude bit.

I am grinding my teeth in fury, because of US Gold's plan to kick Mastertronic out of the games chart. Mastertronic produce many good games, for only £1.99, while US Gold make trashy games and expect us to pay £10 for them.

Ten pounds is a lot of money for a game, so I will stop buying US Gold games.

Also have you noticed how US Gold are dropping in the charts? There are two US Gold games and five Mastertronic.

I recently bought Spellbound (excellent game). US Gold is over-hyped. I make two suggestions. What will happen to the C16 chart?

I think you should have the false "Official" chart and the real one with Mastertronic included.

Mr Angry (James Redden),
West Wickham, Kent

No sign of cheapos getting the big E yet with *Thrust* doing so well.

Cheapos Scheapos

I'm sick of it. Criticism, criticism, and more criticism. Is that all the big software companies deserve? Just because some people like cheap games.

I think most US Gold and other big company software is worth every penny, allowing for a few exceptions.

Take Microprose's, *Kennedy Approach*. Utterly fantastic, worth every single penny (£14.95). It may take a few weeks saving up but it's worth it. I know many other people who would rather save up for a fantastic game, rather than a few of the pathetic boring games from Mastertronic.

Are people scared to stick up for the big software companies, or am I their only true follower?

P.S. your April review of Superbowl was excellent (I am a fanatic of L.A. Rams). Well done Mike Pattenden.

Roy Summers,
Hayle, Cornwall.

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

Letters

User club

I am starting a user club for owners of the C16 and Plus/4 computers and I would be very grateful if you could print my name and address so that any potential members can get in touch with me. For too long C16 and Plus/4 users have been treated as third class citizens and I hope to try and change this by offering some kind of support for these underrated machines.

The club will have its own magazine and will encourage interaction with its members.

Anyone interested in such a club should send a SAE for further details.

David Baxter,
Almondbank, 42 Mount Stewart St., Carluke, Lanarkshire, Scotland ML8 5EB

War Player

I am writing to ask you how long the Commodore User reviewers spend on each game. After reading your review of *War Play* I think it must be about ten minutes maximum.

Mike Pattenden makes several valid points about the game but also leaves the impression that he played it for a very short time.

He describes one of the enemy as "some kind of robot-like animal". Surely he can see that this "animal" is in fact two men, one carrying a rocket launcher. He also states that he found it impossible to hit any of the installations.

If he had played this game for any length of time he would have found it very easy to hit the targets. If Mike had bothered to spend some time flying the bomber he would have discovered that the lower the altitude the easier it is to hit the targets. He would also have realised that if the altitude is low enough then the bomb hits the ground before the bomber scrolls away. The "buzzing object" that rams the plane is obviously a missile. Did Mike play this game blindfold? *(I wish I had — MP)* That is the only way he could not have hit a target. The review is based on short playing time and lack of understanding of the game, and perhaps if more time was spent on playing it, it would receive fairer treatment.

Graham Barnet,
Edinburgh.

The graphics were lousy and so was the game. Fact.

A plea for help

I think that your magazine is brilliant. I was looking for a magazine for the 64 that had a lot of features. I like the reviews on the top games and some of the lesser known software, some of which are not always up to your standards.

I also like the short program listings and Tommy's Tips. Although most of the tips seem to be for the C16. From what I've read there does not seem to be a regular 'Games-solving page'. I think a lot of Commodore Users would like this as they could write up to ask for help for particular nail-biting and frustrating games — most adventure games.

I hope you will welcome this idea with a degree of thought and I think a lot of people would like to see it in later issues. Again I must say I think Commodore User is great. Good luck with future editions!

Darren Heppel,
Holbrook, Ipswich.

I think you'll find all these requests incorporated in this issue, David.

Zzit squeezed

As I was browsing through the new look CU (June 86), I noticed in your Buzz section that you had a list of the things that were in and out. You said that adventure games were out yet you gave 4 pages to this type of game. I thought your magazine was supposed to include everything you thought was in.

In your list of programmers you should put Rob Hubbard in and Martin Galway out (nothing personal Mr Galway it's just your music is all the same and I don't like it).

In your list of magazines you should have put Zzap as the out magazine. As Minter himself once said "It is written by 12 year old kiddies for 12 year old kiddies."

Looking forward to the next issue and glad to see you are making the Play to Win supplement a regular addition to your magazine.

Colm Houlihan,
Blackrock, Co. Dublin.

That's why Jeff's always appearing in Zzap, then. Actually Gary Penn was thirteen in July.

What's a computer?

What nonsense some people talk about their computers. "I use it for all manner of important applications", they grandly proclaim. "Like adding up my cheques (couldn't do that before!) and keeping track of how many calories I'm eating."

And then they add, "Oh, and I occasionally play the odd game on it, although of course that wasn't why I bought it".

It's perfectly clear to us that computers without games are about as interesting as footballs without air. Even the gentle art of programming would rapidly become a bore were it not for the prospect of a mega-zap afterwards to soothe the aching brain.

Let's admit it. Electric entertainment is what the home micro revolution is all about. So people who say games aren't important want their Central Processing Units resoldering.

As if saving the earth from attacking alien forces weren't important. As if rescuing the girl from Kong's brutal clasp didn't matter.

So plug in, sit back and enjoy!

Tony Mitilinakis,
Hoeipoy 25, Greece.

Tunnel Tip

Congratulations on your excellent Plus/4 type-in "Tunnel" (June 86). Some of your readers may be interested in the following modifications which enable you to use your joystick to control your spacecraft.

```
390 JO = JOY (1): IF JO >
    127 THEN JO = JO - 128.
410 IF JO=3 THEN X=X+1
420 IF JO=7 THEN X=X-1
1250 PRINT "(CLR)"; SPC (9);
    "(WHT) JOYSTICK IN
    PORT 1"
1260
1270
```

Ken Alderton,
Romford, Essex.

Get Stuffed

I have become the most hated person on my street, my parents won't talk to me, my friends turn away from me, even my dog growls at me every time it crosses my path.

No, I'm not Quasimodo. The problem is Fred Reid's Insult Construction Set which you featured in last month's issue. I typed it in as soon as I'd bought your great mag and it's turned me into a really mean and nasty person. It's so easy to 'customise' the program to your own needs that I just let my imagination run wild.

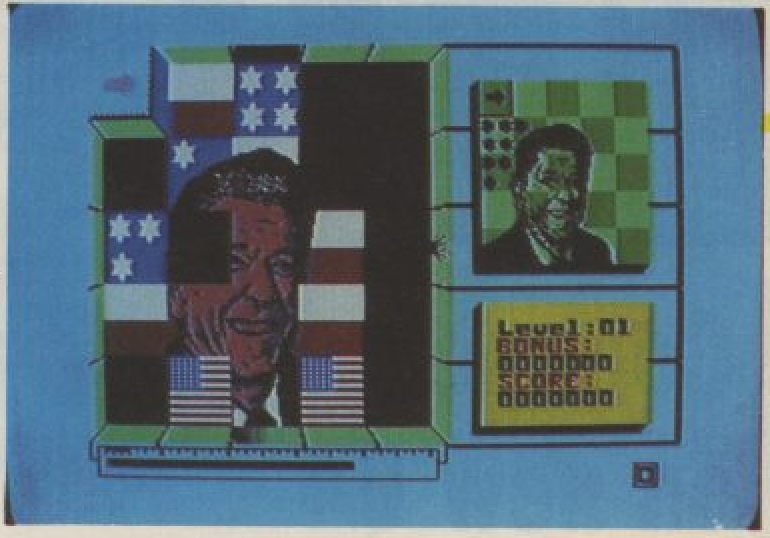
I want to be a nice guy again. Please, please get Fred to write a program that generates greasy compliments.

P. Warren
Stalybridge, Cheshire.

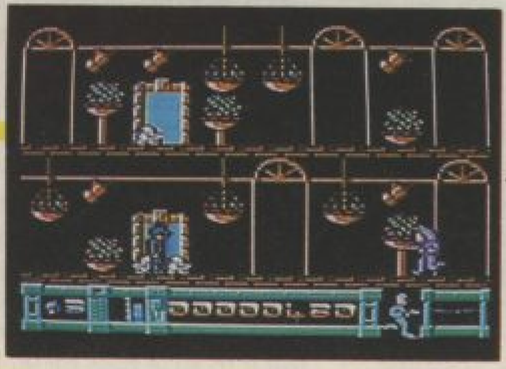
Certainly, you great steaming wazzock! Sorry.

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BUZZ



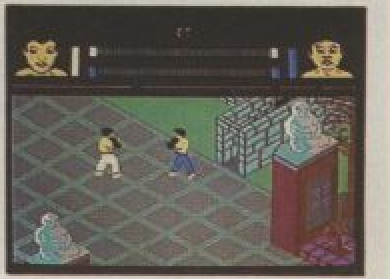
Here is the first glimpse of Domark's controversial *Split Personalities* game. The game will be in the shops by the time you read this and we will have a review in next month's issue. The long awaited Gladiator game from the same stable will not be released until the Autumn so you will just have to wait for news of that.



Odin's Tom Watson is decidely coy about who programs the games at the firm's Liverpool HQ. "We don't want to say who is involved in Odin". Interesting, Tom. Strange then that they should make breaking in to their office the aim of their next game — *Mission A.D.* You play agent 1Y who has 'time warped' into the future. He finds himself in a vast complex with a mission in life — to hunt down five criminals and liquidate them — Blade Runner — fashion. If you succeed you get a tougher mission with eight criminals — and so on, through sixteen levels of play. A pretty tough shoot out it looks too from this early screen shot of the 'Office'. That's our hero on the middle level — just having emerged from a teleport.

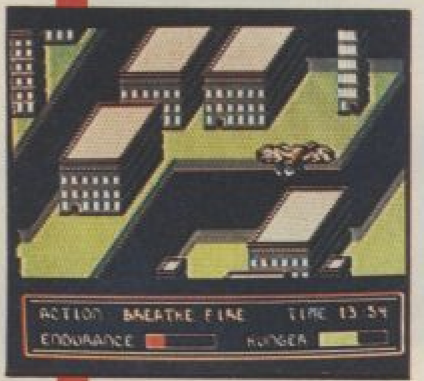
Mirrorsoft's long-awaited *Harrier Strike Force* is finally approaching touch down in the shops. It's a flight simulator and strategy game, with battlefield scenarios, allowing you to play it as a simple and exciting shoot 'em up or at another level of tactical complexity, learning to handle the plane precisely while making decisions on the spot. Expect our Concorde man John Hutchinson to swot up on his Harriers for this one.





Just when you thought you'd delivered your last karate chop along comes *Tai Boxing* — another 'beat 'em up' to add to the ever-growing list.

The Anco game enables you to get behind and in front of opponents — so that you can circle each other as you fight — rather than facing off head-on like Fist and International Karate. By the way, Fist II is coming soon . . .

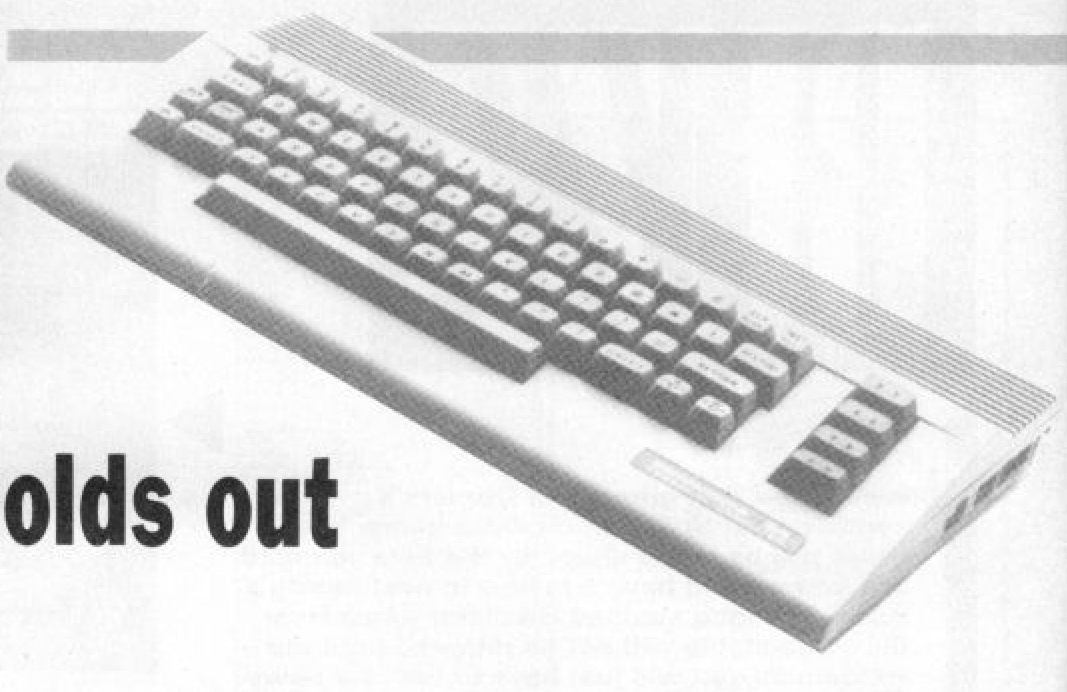


Epyx' new game for US Gold is *The Movie Monster Game* in which you control a monster through several classic monster movie scenarios rampaging through the cities of Tokyo, New York, London, Paris, San Francisco and Moscow. Choose to be Godzilla, a Giant Wasp or a Tarantula and pluck jets from the sky, eat tasty eyesores like the Eiffel Tower and burn whole populations in your path. Sounds great, but why no ants (Them) and King Kong? Well actually it's fair enough because the monsters are all based on duff Japanese films. Bad taste buffs stand ready!

Here's a sneak look at *Alleykat,* Andrew Braybrook's new game for Hewson. It's described as a futuristic shoot 'em up set on a giant spinning wheel suspended in space. There are two modes of play. You can either go for combat or flight. The object is to make it through the thirty-two circuits of the wheel, making three circuits each time. Sounds as if it could be a worthy sequel to Uridium.

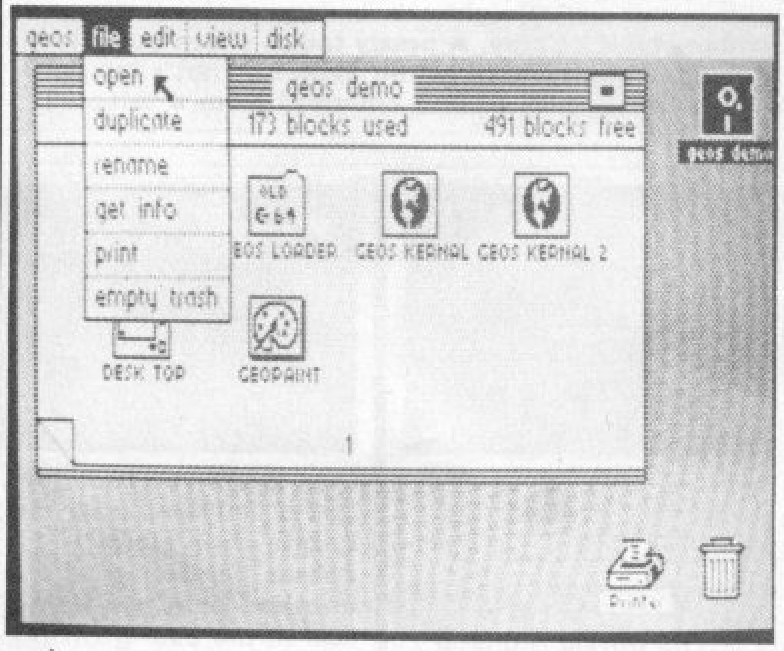


BUZZ



Commodore holds out on new 64

Despite confirmation in America that the new 64C (you saw it first in last month's issue) will be the successor to the now geriatric 64, Commodore UK is being remarkably tight-lipped about when it will actually appear in the UK and how much you'll pay for it.



GEOS gives your 64 a trendy new windows and icons look.

Playing it close to his chest, Commodore UK boss Chris Kaday would only say: "I can't give you a firm date but it will be in the next few months".

In the US, the 64C (which is completely compatible with the old 64) is being bundled with GEOS (Graphic Environment Operating System), the new disk-based operating environment. And the combo is already on sale there for 250 dollars. Commodore UK intends to produce a similar package, and maybe even a bundle that includes the 1541 disk drive.

So it's clear that Commodore's aging bestseller is getting a facelift in two ways. It's exterior now sports the C128's more upmarket beige coloured design. And with GEOS, hyped as the beginning of "a whole new world" of products for the 64, it now features a trendy windows and icons environment similar to the Amiga and Apple Macintosh.

And the sluggish 1541 will reap the benefits too. Being disk-based, GEOS is claimed to speed up disk access by up to seven times. But it won't do anything for people still using the datasette.

GEOS comes as a complete package that contains three extra programs. There's the *geoPaint* drawing program, the *geoWrite* wordprocessor and *Desktop*, a set of utilities including a notepad, calculator function and alarm clock.

When you load GEOS, you get the 'Desktop' start-up screen which shows 'icons' of the programs you can use. Simply move the joystick to the appropriate icon, say geoPaint, press fire and it loads automatically. The screen display is 80-columns and is claimed to be readable on ordinary TV sets.

GeoPaint offers all the usual drawing facilities but, at present, operates only in two colours. Its most impressive feature is the ability to 'size' your drawings so that they print accurately on the printer. This is not a program just for on-screen doodlers, and is said to compare favourably with MacPaint on the Macintosh.

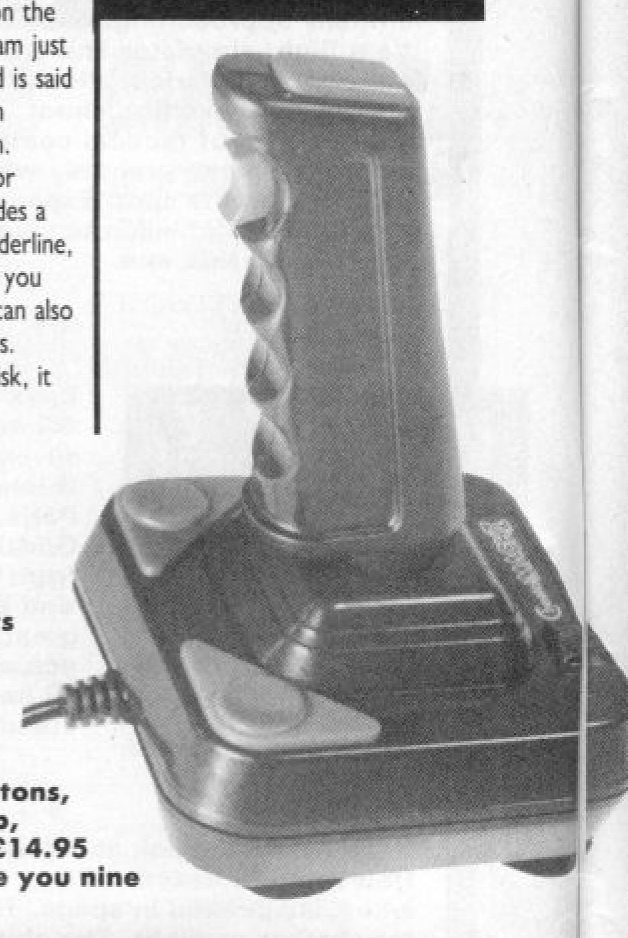
That resemblance goes for geoWrite too, which provides a set of fonts (bold, italic, underline, outline etc) similar to what you get with the Mac — fonts can also be printed in different sizes.

Since GEOS resides on disk, it can be loaded into any Commodore 64. It's already selling in the States for 60 dollars. Commodore says it will make GEOS available separately in the UK, but has not fixed a price yet.

Commodore is obviously banking on GEOS to give the 64 a new lease of life. But to succeed, it must attract software houses to write their products under this new system. To make an impact in the UK, it will need to attract many more people to buy disk drives. And the only way to do that is to make them cheap. We'll keep you informed.

Bohdan Buciak

Cheetah MACH 1



Cheetah describes its new MACH 1 as the 'Rolls Royce' of joysticks — it took no less than nine months to perfect. It's got four fire-buttons, autofire, a solid grip, suction pads and a £14.95 pricetag. Will it take you nine months to break it?

Rogue Trooper invades 64!

Macmillan Software normally noted for their educational programs have announced a new arcade label called Pirahna, with three major autumn releases.

Of these the most exciting is a game based on Rogue Trooper, the genetic infantryman featured in 2000AD comic.

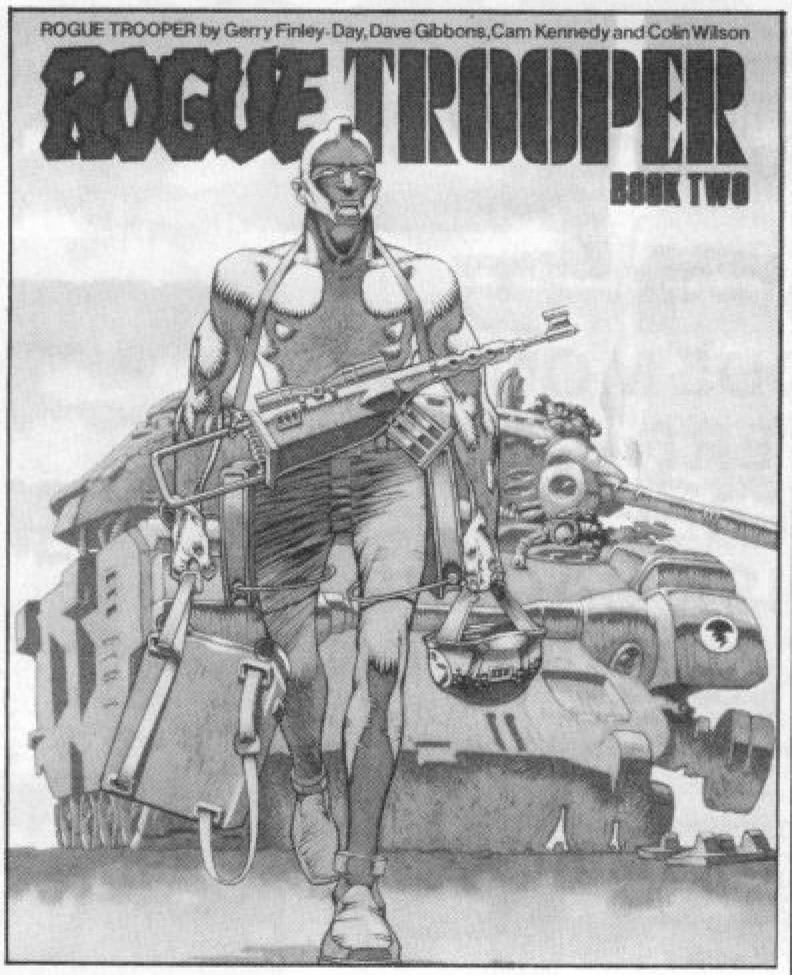
He will face a variety of situations including combat with his bio-chip buddies, Bagman, Helm and Gunnar. The overall aim is to track down the traitor who caused the death of his compatriots on Nu Earth.

The first release though, from Pirahna is a game based on the forthcoming animated series 'The Trap Door' which features a group of spooks who live in a castle. Narrated by Willy Rushton and heavily connected with Terry Wogan the series will go out five days a week on ITV during October.

Pirahna's game involves the blob-like characters of Berk, Drutt and Boni. Berk, the main character has to complete a series of bizarre tasks during the game, each one involving the ghoulish creatures from under the trap door in the cellar. In one, for example, you have to catch slimeys from an underground stream and boil them for Drutt to eat using a fire-breathing monster.

Also planned for release will be another arcade adventure based on the great Werner Herzog film *Nosferatu the Vampyre.*

The games will sell for between £7.95 and £9.95.



Tales of the Unknown

Ariolasoft is all set to launch the first in the new Tales of the Unknown adventure series from Electronic Arts. Called The Bard's Tale, it's a twin disk-only (£14.95) role playing game in which you must set free the city of Skara Brae from the evil clutches of Mage Mangar. MM, being a nasty piece of work, has all kinds of obstacles, mazes and henchmen to protect him. You must avoid these and explore the castles, mazes and catacombs to get at him.

Being a role-playing game, you can get together a band of brave souls and pool your combat and magic powers to make things a little easier — there's also some songs to sing.

Ariolasoft's second disk-only release (from their subsidiary in Germany) goes by the wacky name of Lapis Philosophorum — Philosopher's Stone to you. Poor old King Gutfreid needs the stone — it has magic powers — to save his kingdom from his nasty stepson who's the impatient heir to the throne. In fact, Junior is so fed up of waiting for Gutfreid to kick the royal bucket, he's all set to poison him and grab the kingdom straightaway.

You must wander through seven different routes and 83 screens to find the difficult-to-pronounce stone. From what we've seen already, graphics are colourful but text input seems to be two word only. Look out for both in next month's Into the Valley.



Print Shop Friend: Remember our enthusiastic review of Print Shop last month? If you dashed out to buy one, you'll want to know that a 'Companion' disk is now available that offers a powerful new set of design tools: a multi-tool Graphic Editor, Font and Border editor. You can also make new creature graphics and tile backgrounds. Also included are 12 new fonts, 50 new borders and a set of Broderbund game characters including Choplifter and Karateka. That's a lot of new features but the disk doesn't come cheap at £29.99. More details from MGA Microsystems on 05806 4278.

Shades of Micronet: By the end of August, Micronet buffs will be able to play *Shades*, their very own MUD-type game — and at long last. Micronet reckons that Shades is competitively priced at 99p per hour, with no registration fee. And if you access it at off-peak times, you'll get away with local telephone charge rates. Is it as good as MUD? We'll let you know soon.

80-column Solution: If you've got a C128 and one of those RGB monitor/TVs and you're wondering why you can't connect them, Trilogic may be able to help. They have a range of I-CON RGBI to RGB converters that covers the more popular monitor/TVs, giving you a true 80-column colour medium-res display. I-CON 1 connects to the Ferguson TX range, I-CON 2 to Hitachi and Granada Rentals TVs (the 7 pin DIN sockets) and I-CON 3 to tellies with the SCART Euro connector. All types sell for £23.95, and you can get more details on 0274 684289.

Cheapo Bubbles: The ideas dept at Bubble Bus must have worked overtime to think up a name for their new cheapo range — Mini-Bus Anyway, their first cheap release for the 16 and Plus/4 is called *Trizons*, described as a fast scrolling game with "more than a dozen aliens" (sharp intake of breath). We'll be reviewing it next month.

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Use your instruments to direct the carrier into the wind, ready for takeoff.

the carrier, depending on whether you are coming or going. Remaining fuel for each plane in the air is depicted by a bar graph. This is important because if you don't turn back with half your fuel remaining the plane will crash when it runs out.

There are three other ways to lose a plane. You can literally lose it, off the edge of the map. Seconds before this happens a verbal "plane off map" warning is given, and some sharp work with the joystick is imperative. It can also be shot down by enemy fighters (well-equipped

• FLIGHT DECK

COMMODORE 64/128
EAGLESOFT
Price: £8.99/cass £8.99/disk

International terrorists have stolen a nuclear weapon and holed up on a Pacific island. Frome here they plan to drop the bomb on New York and only you can stop them.

As usual, we are expected to do the American's dirty work for them. You must take the nuclear-powered aircraft carrier HMS Indispensable to the danger zone, map out the island, and bomb the terrorist base to oblivion.

Flight Deck is played over three screens; most of the action takes place on the carrier itself, where you are presented with a seagull's eye view of the proceedings.

The deck of The Indispensable occupies the top half of the screen, complete with take off and landing runways, aircraft lifts, parking bays, and tractor. At the bottom, your instrumentation shows wind speed and direction, course, cross winds, weather, and damage status. Here you will also find out what planes are on the hangar deck and whether they are ready for take off.

There are ten bays containing four fighters, four reconnaissance planes and two bombers. The bay is shown in red until a plane has been refuelled and serviced ready for take off.

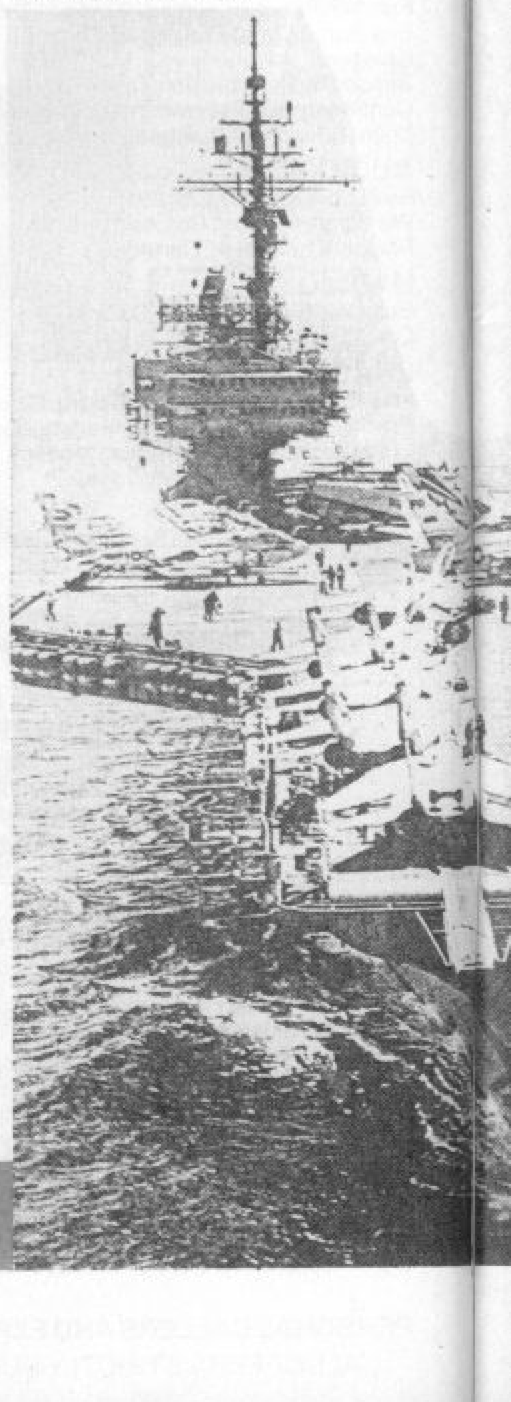
There are several things to be done in order to get a plane in the air. First, using the joystick you must manouevre the tractor above the lift, collect a plane and tow it to the take off runway. The take off sequence is started by pressing the fire button. A square indicates the correct flight path of the plane down the runway and this must be matched very closely to avoid a messy disaster.

Cross winds will blow the aircraft off course and if they are very severe, make a take off impossible. For this reason you should manoeuvre the carrier so that it's sailing into the wind before attempting a sortie. Adjusting speed so that the wind is at 29 knots makes this part a doddle.

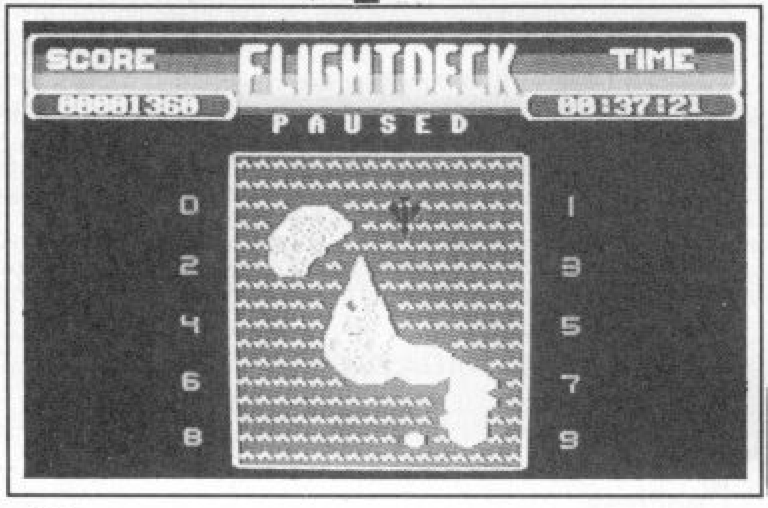
Next you must check where your plane is going. Pressing F3 brings up the map screen and the 64 announces "map" in a kind of high-pitched whine. The map depicts the island and surrounding area which is different each time you play. I discovered at least half a dozen variations.

To set the plane on course the sight is first positioned over the plane and then the destination. This will always either be the island or

terrorists these). If you make it this far you may crash on landing, but more about that later.



The reconaissance plane photographs the island to reveal the terrorist base.





Once a plane is in close proximity to the island you switch to the island map and the 64 says "island" just to let you know where you are. Using the reconnaissance planes the surface of the island, intially grey, must be photographed.

As you fly over pressing the fire button, surface detail is revealed and eventually, when the the whole island is mapped, a target marking the terrorist base appears. The only problem with reconnaissance is that you are periodically interrupted by enemy fighters and must divert your attention to shooting back.

Theoretically at least, it would be advantageous to have fighters as well as reconnaissance planes over the island. According to the manual, a near hit from a fighter is enough to send a terrorist plummeting earthwards, others need a direct hit.

In practice this turned out not to be so. As only one plane can be controlled at a time you may as well use whatever you've got. It's worth bearing in mind, though, that you only have four reconnaissance planes and when they're all gone your chances of mapping the island are reduced to nil.

If you do manage to map the whole island (I did it once) it's time to send in the bombers. Bombers can't shoot back at enemy aircraft and a direct hit must be scored on the enemy base to destroy it.

To stand any chance of completing the game it is essential that you learn how to land on the carrier deck. Unless The Indispensable is very near (in which case it will be attacked), planes only have enough fuel for short missions. Apart from that, landing is the most challenging and fun part of the game.

When a plane approaches the ship the message "plane landing" is wailed at you. The game then cuts to a sideways on view of the aircraft making its final approach. Using the 'meatball', or light landing device, you must guide the plane along the correct flightpath. Coloured lights indicate whether the plane is too high, low, to port, or starboard (nautical terms us seafaring types like to use) and you must make the appropriate adjustments.

If you are miles out the landing is aborted and the plane flies past for another go. Several times I thought I'd made it, but the plane wasn't on the deck when the carrier screen appeared. That would no doubt account for the horrible skidding noise. Landing is about a hundred times more difficult than taking off, but much more fun. The plane makes a dead authentic, high pitched jet scream — well worth turning up the volume and annoying the neighbours with.

As a strategy game backed up by some good arcade action Flight Deck is good solid stuff. Not quite in the megagame mould, but a worthy offering all the same.

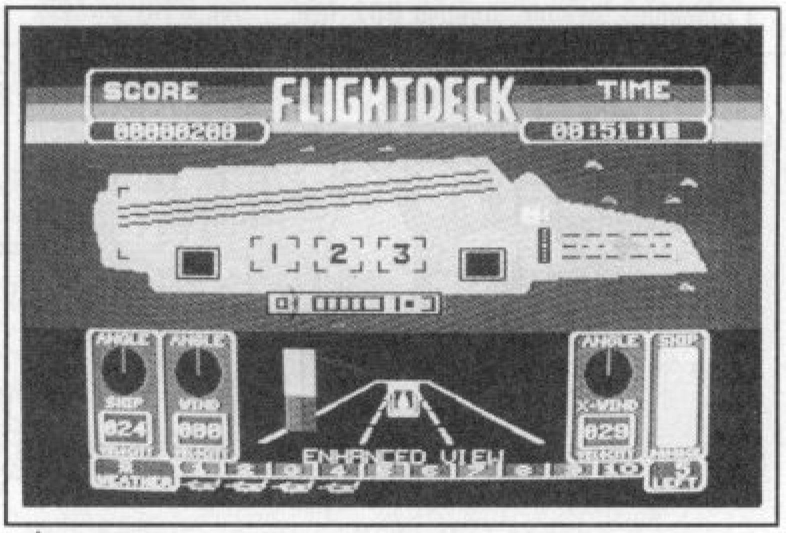
There are a few bugs and, in one or two instances, poorly thought out gameplay. Planes parked on the deck are destroyed if you switch screens. Sometimes when you take off the pilot bottles out and turns around for an immediate landing. If The Indispensible comes under attack while you are on another screen the non-interrupt driven sound screams "ship under attack" unceasingly, making it impossible to do anything other than return to the carrier and run until out of range.

In spite of all that I didn't go to bed when I played this until well after four in the morning *(what did your mum say? — Ed)* and that has to be some kind of recommendation.

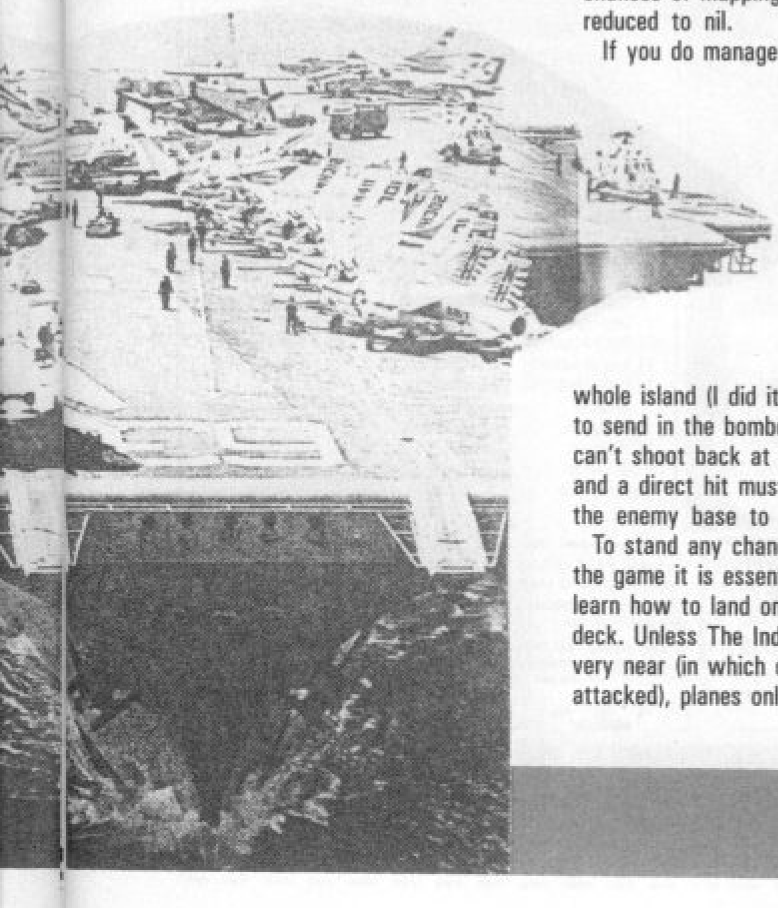
Ken McMahon



◄ **Watch the coloured lights to make sure you're on target to land — a stiff challenge.**



▲ **A square indicates the correct flightpath on takeoff.**



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall

Screen Star

TIME TRAX

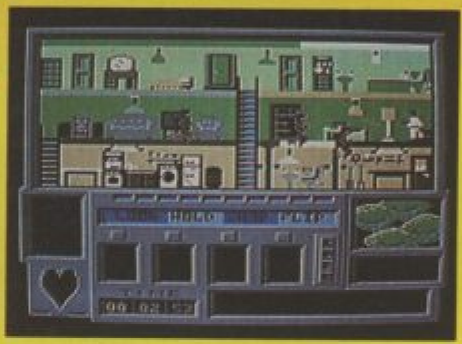
COMMODORE 64/128
MIND GAMES
Price: £9.99/cass

If you enjoy a game with a challenge Time Trax could be the game for you. The action starts in your nuclear bunker shortly after the Holocaust, and will take you backwards and forwards through the time portals searching for the most treasured possessions of the 'Eight Minds' — who and what these minds are, you are not told. Return each to it's own and find the four rune-tiles needed to stitch up the fabric of space itself, and you've saved mankind's future from the bad guys.

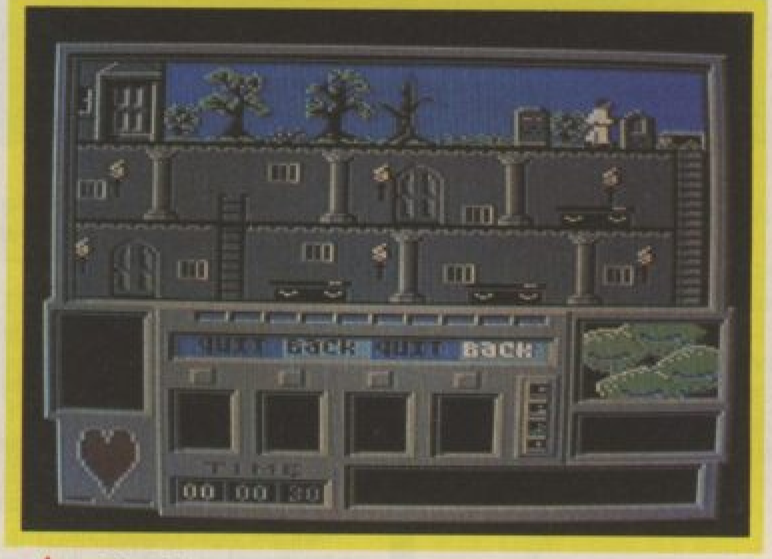
Well, I never said it would be easy (or original) and to make things worse, your efforts are hampered by all sorts of flying nasties.

The action window occupies about half the screen, the other half contains option menus and status indicators, energy displays, weapon icons and rune-tile storage areas. You will need to use the menu options to find and manipulate the various artifacts on each screen.

To use the menu, you have to flick the joystick back whilst holding the fire-button down, then release the fire-button. Until I discovered the secret, I found this very haphazard indeed!

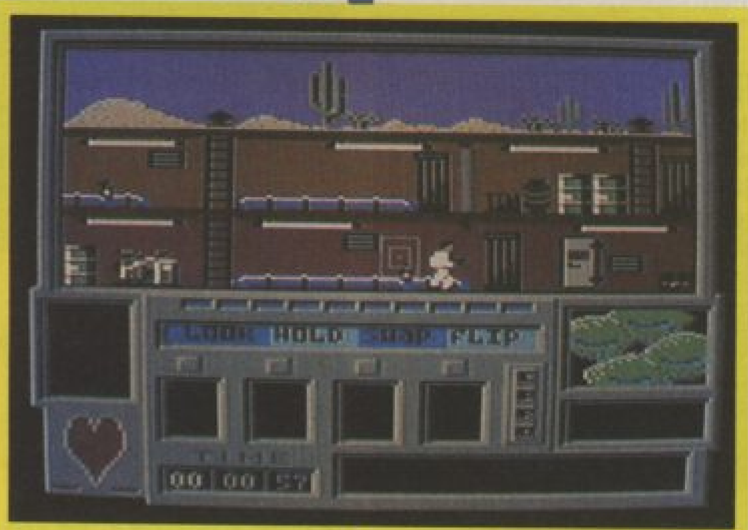


Three nasties with jet pack on their backs fly towards our hero.

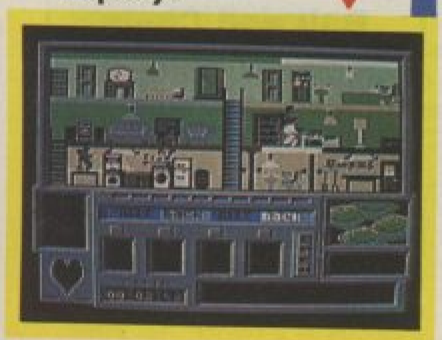


Nothing stirs in the grave yard.

The desert Time Zone is one of the trickiest to search.



Nasties decrease your energy rapidly.



Each screen (there are 3 screens in each of the 7 time zones — 21 in all) is split into three levels, accessed by stairways, ladders and other climbable things. Doorways will take you through to the other screens in that time zone, and any furniture, fittings and fixtures can be searched for useful objects (guns and crossbows are particularly useful).

Every few minutes, a time portal will open, and you can jump to another time zone. The instruction booklet has a table showing when each portal will open and where it will take you, the cycle repeats every ten minutes.

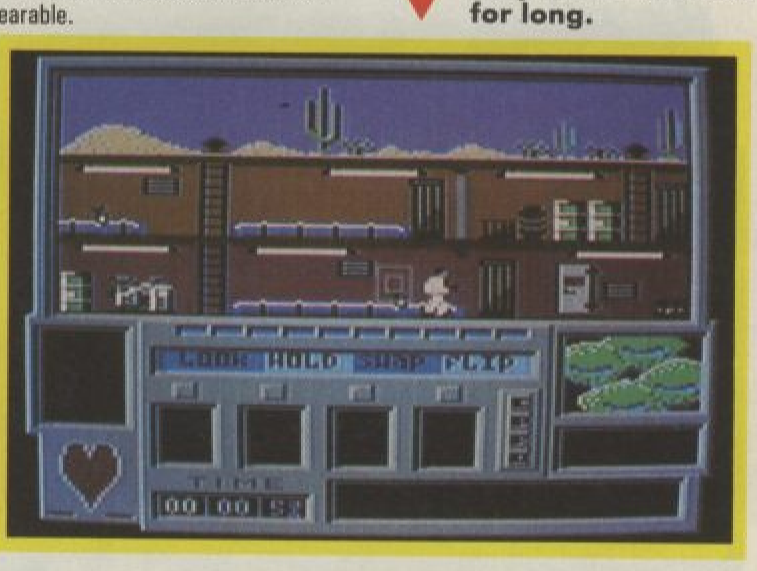
Nasties will appear and attack you if you remain on one screen for more than about 30 seconds. This will reduce your energy which can only be recharged using a potion or using a spell. If your energy falls to zero, you simply start all over again.

Although I found the plot a little far-fetched, I quickly became captivated despite the strange way in which the joystick is used to access the menus, but there is a knack to it so a little perseverance will help. Graphics are good looking, the character moves around smoothly and the continuous soundtrack is bearable.

In all, Time Trax is a very good game, guaranteed to test your mental faculties to the full. You can start playing TimeTrax almost immediately, but it could take you years to finish.

Fred Reid

The concentric squares in the centre of the screen is a time portal — you have to enter these quickly as they won't be there for long.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall

KNIGHT GAMES

COMMODORE 64/128
ENGLISH SOFTWARE
Price: £8.95/cass £12.95/disk



Just for a change a software company has ditched the rather tired scenario of the Orient. There's no ninjas or fighting warriors in this game. Just good old-fashioned men in chain-mail.

These are the days when men were men and Robin Hood wasn't a pin-up, when Ivanhoe wasn't an old TV programme and King Arthur wasn't a pomp rock epic by Rick Wakeman.

Knight Games takes you into that mediaeval world of chivalric competition. You can play the computer or a friend through eight combat/skill simulations from the Dark Ages.

For each challenge you control your fighter via the joystick. Just as with all these games your joystick positions represent a variety of movements, such as downward sweeps and roundhouse swings. These all correspond to positions on the stick when the fire button isn't depressed. Stab the button and your character will either shift left and right or go into defensive positions.

There are eight knightly sports to covort around at, each of which I'm sorry to say loads separately. What's more you have to get some preliminary code into the machine first, which means you can't just run through the games on side two if they prove to be your favourites. Each load takes a couple of minutes, so it's just a question of keeping your patience and remembering your knight's code: don't kick the joystick around the house in frustration.

So once you get into the tape what noble arts can a would-be Ivanhoe besport at?



A scene from Robin Hood — beat each other over the head with big sticks.

Swordfight 1

This is the first of two swordfights you face. Two men materialise on the screen and you jump straight for each other with each blow sounded on the computer with a sort of xylophonic plink. That's not as bad as it sounds, turn the courtly music down for a while to get the full effect.

Quarterstaff

This is one of those myth-like fights that Robin and Little John were supposed to have when they met. Stand on a tree across a river and beat hell out of each other with great big sticks. A disappointment here is that the loser doesn't go straight into the river.

Archery

Not a million miles away from the idea behind the archery option in *Hypersports*. Instead of aiming at a stable target, the target actually scrolls past and you have to allow for deflection. This is made harder by the fact that your target cursor shifts all over the place as if your archer had a bad case of the DTs. The targets by the way are wooden horses.





In days of old, when knights were bold they went around laying each other with axes. Notice the banqueting table at the foot of the screen — Knights often fought at feasts, as an entertainment for kings and their guests.

Ball and Chain

Pretty wicked stuff this. The two knights materialise inside the castle and steam straight into each other, swinging their weapons.

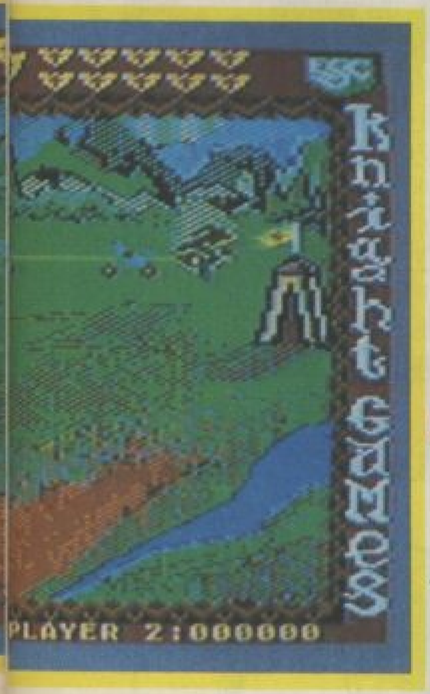
Pikestaff

Here you and your opponent face each other armed with long





Sword fighting on the palace lawn and not a royal baby or photographer in sight.



Your time decreases as the candle (top left) burns down.



pikestaffs — axes with long handles and spears on the top in case you didn't know.

Swordfight 2

Takes you onto the second side and onto a different location. You fight with huge broadswords in a field — probably in case you hurt someone. This is particularly disappointing and reminiscent of the two similar skating options in *Winter Games*. You wonder if they're there because the programmer ran out of code or ideas.

Crossbow

Similar theme to archery, but it's different enough to present a new challenge. Here your targets swing around on trees making the job of timing that wandering target cursor the hope your opponent will run out of energy before you do.

Axeman

This concludes your Arthurian efforts. Two men lay in to each other with that by now familiar clanging of metal striking armour.

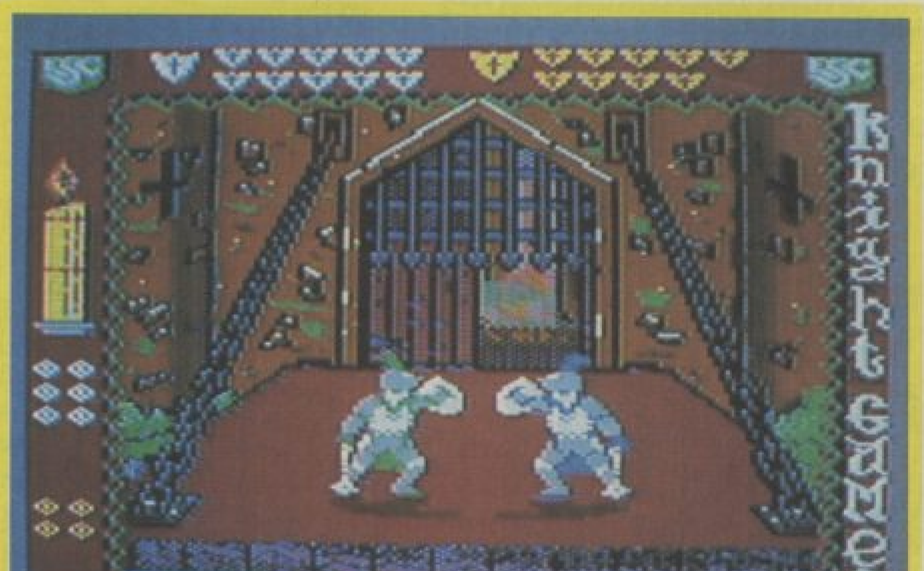
Knight Games is certainly fun, but as the descriptions demonstrate it also sounds a bit samey. The fighting scenarios all take place against different backgrounds and with different weapons. That wouldn't be so bad if the gameplay was precise.

The major problem is really that you never quite feel fully in control of your characters. In *Fist* you can wait for your opponent to move and adjust your attack/defense accordingly. Here you tend to find yourself blindly thrashing the stick in the hope your opponent will run out of energy before you do.

That's a shame because I like the approach. Programmer Jon Williams has done a beautiful job on the graphics as well. The backdrops are varied and colourful, the movement on the largish characters is smooth and coordinated. Blows seem to rain in all directions, although I had problems with defensive moves.

In all, Knight Games is a worthy addition to the beat 'em ups, it's just not up there at the top. A pity because I feel it could have been with a few adjustments and a bit more imagination. Did English and Jon consider the possibility of a joust for example? That would have been brilliant.

Sire Mike de Pattenden



Those lethal looking balls with spikes on were called 'maces' and it was a favourite pastime of knights to knock the living daylights out of each other with them.

Graphics	1 2 3 4 5 6 7 8 9 10	**7** **Overall**
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	

Midsummer Knight's Competition

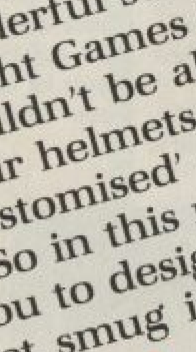


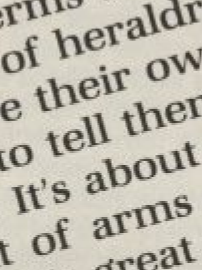


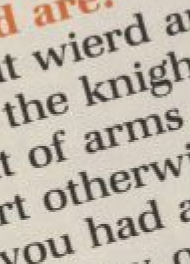
Do you know your eschutcheon from your lozenge, or your flaunche from your roundel? Do you know what two lions reguardant or two heads cabossed are?

Well, they're all terms used in that wierd and wonderful subject of heraldry. All the knights in Knight Games have their own coat of arms — you wouldn't be able to tell them apart otherwise, with their helmets on. It's about time you had a 'customised' coat of arms of your very own.

So in this month's great competition, we're asking you to design a coat-of-arms for your family — don't get smug if you've already got one.









So get your estoiles and crescents together, your mullets, water-bougets and cinquefoils (don't forget your felt-tip pens) and draw a coat-of-arms that would be suitable for your family. We've done our own Commodore User coat-of-arms (above, right) just to give you an idea. As a tie-breaker, we'd like you to explain briefly what your drawing depicts and why.

So what do you win? We'll give the winning entry to a professional artist to draw up a coat of arms you can hang in your family castle, baronial hall or just in the lounge. We're also giving away 30 copies of Knight Games as runners-up prizes. Get cracking 'cos we want your entry by the 15th August.

Don't forget to enclose an SAE and put your name and address on the back of the drawing if you want your entry back. Send to:

Knight Games Competition, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.



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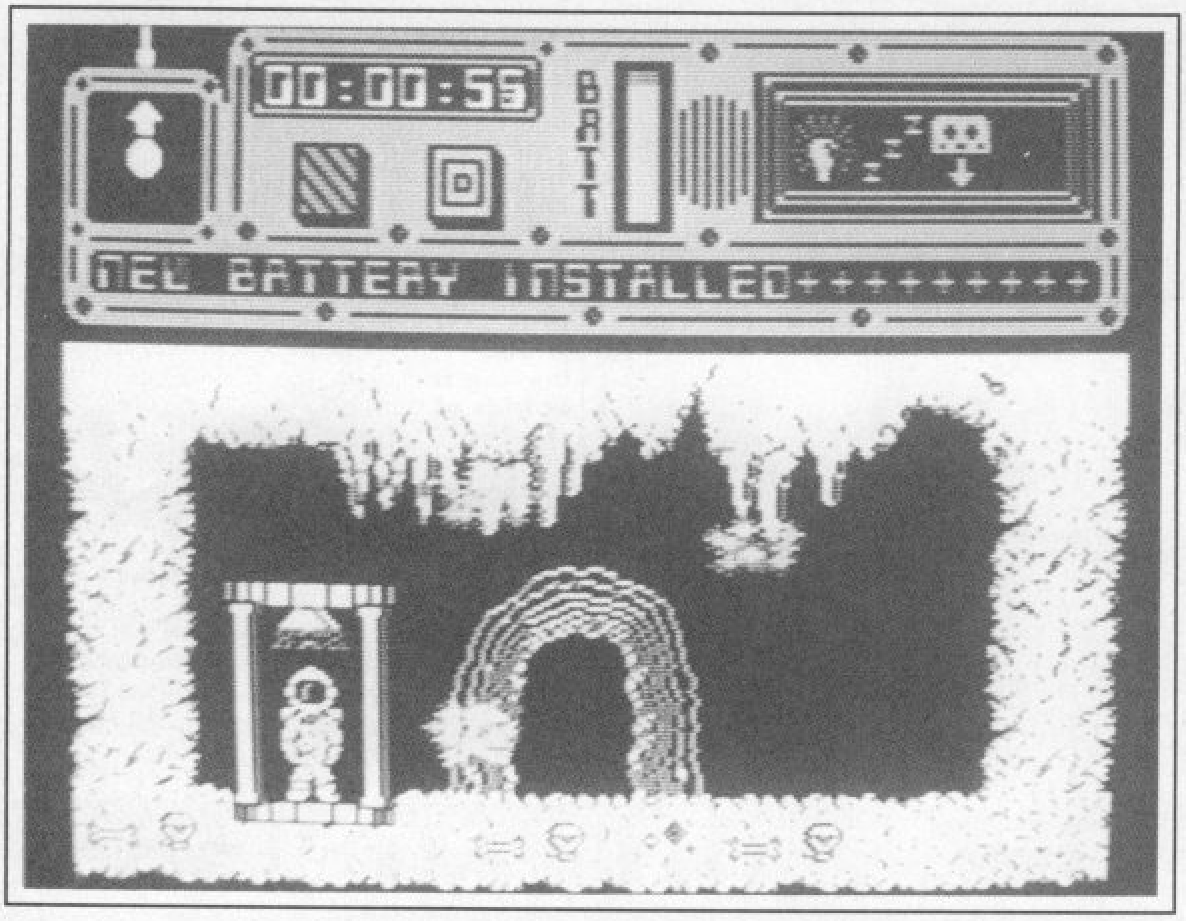
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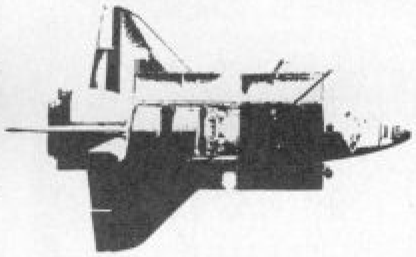
colour change to give you advance warning. For unexperienced players (not me!) there is a help icon which will, when activated, give you a helpful message.

To help you with your task, useful objects are to be found such as a gun which will blast everything in sight. Also for all you budding graffiti artists a spray can to map out the maze is to be found.

◀ **Use the teleports to travel around in the asteroid.**

To find the objects on the first level you will need the metal detector. But how and where you find that is a close kept secret.

You must be choosy though as to what items you will and won't need as only four can be carried at one time. The asteroids are set out in a series of caverns with various teleports and anti-grav lifts scattered around the place.



● CORE

COMMODORE 64/128
A'n'F SOFTWARE
Price: £9.95/cass

Poor old A'n'F, after over two years they are still plugging their "successful" Chuckie Egg programs. Why? Simply because they haven't produced anything worth advertising since! CORE, though, seems at first glance to look like just another *Nodes of Yesod* clone — but don't be fooled.

The plot is the usual "save the human race" type, but A'n'F have given me an unwanted headache by putting the instructions in the form of lots of little memos from H.Q. Despite this I managed to get this out of them.

Deep, deep in the midst of space there is an asteroid. A few months ago scientists who were sent to explore that asteroid died. Your job as Asteroid Andy is to go up there and find out just what happened. This is done by finding the nine pieces of a biological memory bank.

The game is partly icon-driven. As well as having the usual pick up/drop icons, there is also a save position facility which comes in very handy indeed if you want to have any chance of getting through the one thousand plus locations on the asteroid.

The asteroïd has four levels, each filled with plenty of hazards, from deadly plants to flying creatures. Every time you touch one of these you're given a message of warning. If you are touched too many times you're a gonner, that is unless you can find and install one of the new batteries which are scattered around the asteroid. Finding the battery is easy but installing is not — how you do it is quite beyond me. But so you know when this needs installing the programmers have kindly put in a

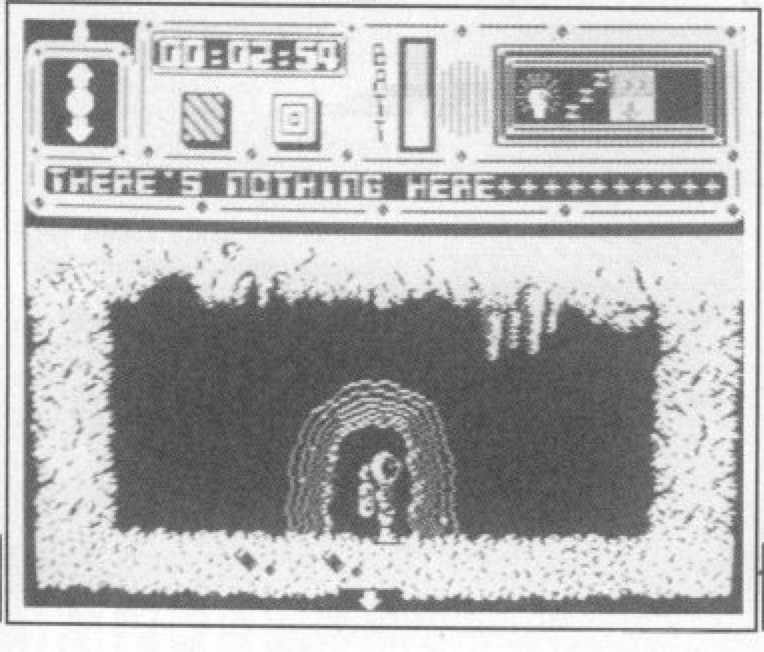
This adds to the trickiness of the whole thing as many a time I have found myself wandering about in meaningless circles. The game on the whole is extremely tough. I think perhaps three lives instead of one would have been more suitable. But apart from that and the annoying instructions *CORE* is very good.

The sound is only just above average but that can be excused as it was converted from the Sinclair (or is it Amstrad?). The graphics are good but a little colourless. The sprites are large and well drawn with some nice little touches included in the backdrops used to good effect.

CORE actually managed to drag me away from my 64 for the World Cup — and that's saying something. The standard of arcade-adventures seems to be improving no end, this particular one should keep A'n'F shouting proud for the next two years.

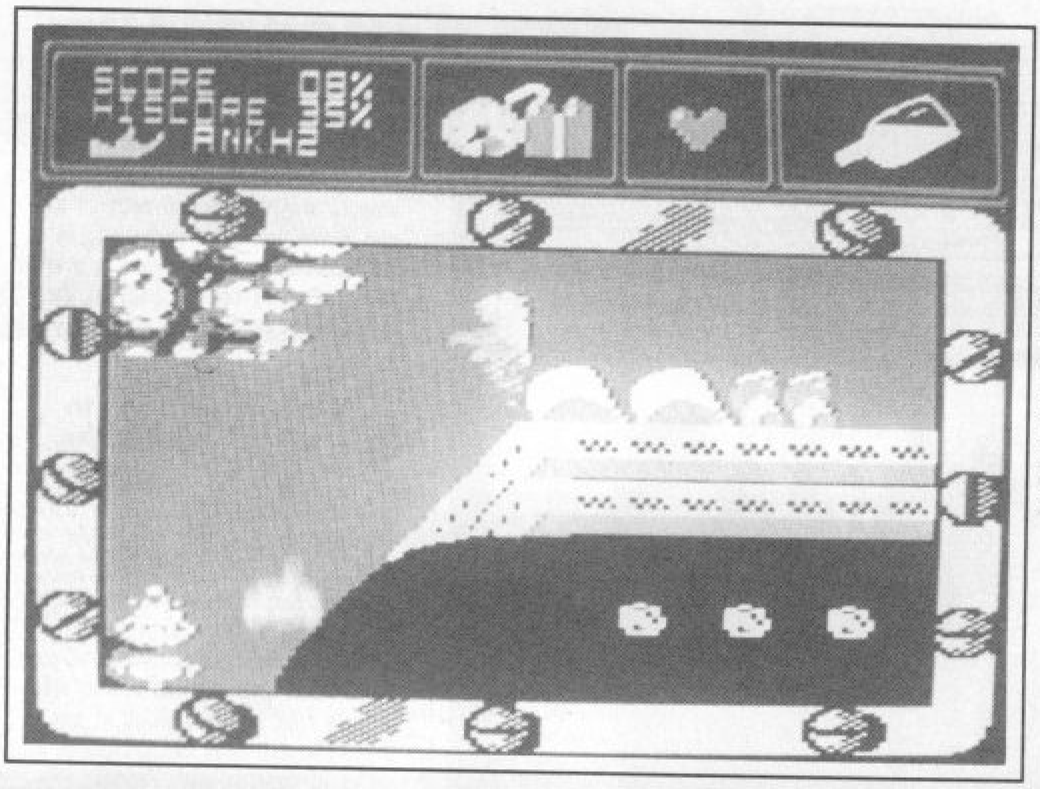
Ferdy Hamilton

Pick up useful objects — if you can find them. ▼



	Rating (scale 1–10)
Graphics	8
Sound	6
Toughness	8
Endurance	8
Value	8

8 Overall



◀ **Myrtle swims around the wreck looking for bottles of stout to give her energy.**

● MERMAID MADNESS

COMMODORE 64/128
ELECTRIC DREAMS
Price: £9.99/cass

Myrtle wants a man, a husband, a fella. ". . . someone to eat oysters with while the sun sinks down over the heaving sun". So begins the blurb for Electric Dreams' latest, Mermaid Madness. That's right, Myrtle is the aforementioned sea maiden.

Exotic as Myrtle might sound, she is, in fact 112 years old and looks, smells and feels about as good as a hippopotamus. Yet like everyone else, Myrtle has certain carnal desires which, not surprisingly, have yet to be satisfied.

But the answer to her prayers, in the shape of Gormless Gordon, is sitting on the beach. Gordon is an unsuccessful scuba diver who unfortunately isn't 100 per cent upstairs.

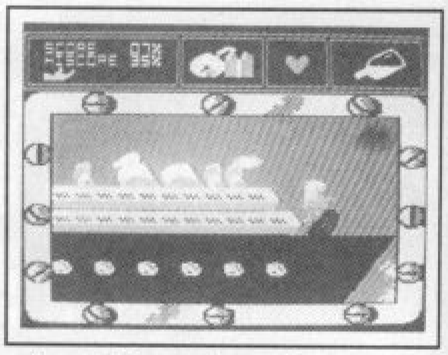
So Myrtle, fuelled by her hundred-year old passion, discards her clothes and makes for Gordon. Gordon may not be clever but he knows when to make a quick getaway. So he dives into the sea and hides in an old wreck unaware that Myrtle, being a mermaid, is an Olympic class swimmer.

That's where the game starts. You play the finned Myrtle, swimming around the hazardous waters in her quest for Gordon. You'll find many different objects to help you, which must be used in their correct locations.

The fishy inhabitants of the sea are also repulsed by Myrtle and attack her with ferocity. This diminishes her energy which, thankfully, can be replenished with the bottles of stout that are lying around.



Now I know this all sounds like an arcade adventure (and not one of the classic ones), but what sets this game apart is the hilarious scenario and the amusing gameplay. The graphics are also quite funny, although they lack polish.



▲ **Still no sign of Gormless Gordon — Myrtle's getting desperate.**



▲ **Our hero hides behind the propeller to escape passionate Myrtle.**



While Myrtle and Gordon are well represented on screen, the sea animals are not. The seabed is nicely drawn but tends to become unclear and muddy in places (*sounds pretty realistic to me — Ed*).

The three pieces of music (identified by my sister as famous ballet tunes) are unfortunately rather hard on the ears and had me reaching for the volume control. Which is a pity, because it detracts a lot from the game.

Mermaid Madness is very enjoyable, it's tough and challenging and there's a nice lighthearted feel to it. Playing it certainly brightened up my day.

Colm Clarke

	Rating (1–10)
Graphics	7
Sound	4
Toughness	8
Endurance	7
Value	7
Overall	**7**


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THE WAY OF THE TIGER

COMMODORE 64/128
GREMLIN GRAPHICS
Price: £9.95/cass



Since you were too small to remember, I'd better tell you that you've lived since childhood on the island of Orb in the care of monks who have trained you to become a Ninja. But now is the testing time for you must face the three tasks Naijishi the Grand Master has set you. But will you compreet them, glasshopper?

This is the challenge you must face if you dare play Gremlin's Way of the Tiger. As you may have gathered it's another martial arts game (surprise, surprise!).

The game is set in three parts: Unarmed Combat, Pole Fighting, and Samurai Sword fighting. The sections follow each other in the test, but don't worry if you aren't good enough to even complete the first one because Gremlin have thrown in a practice mode allowing you to have a go at whichever battle you wish. So when you think you're up to it you may play the whole game.

Your energy is set up into two groups, endurance and inner force. You lose one inner force point for every circle of endurance lost. The game ends when you're all out of that precious inner force.



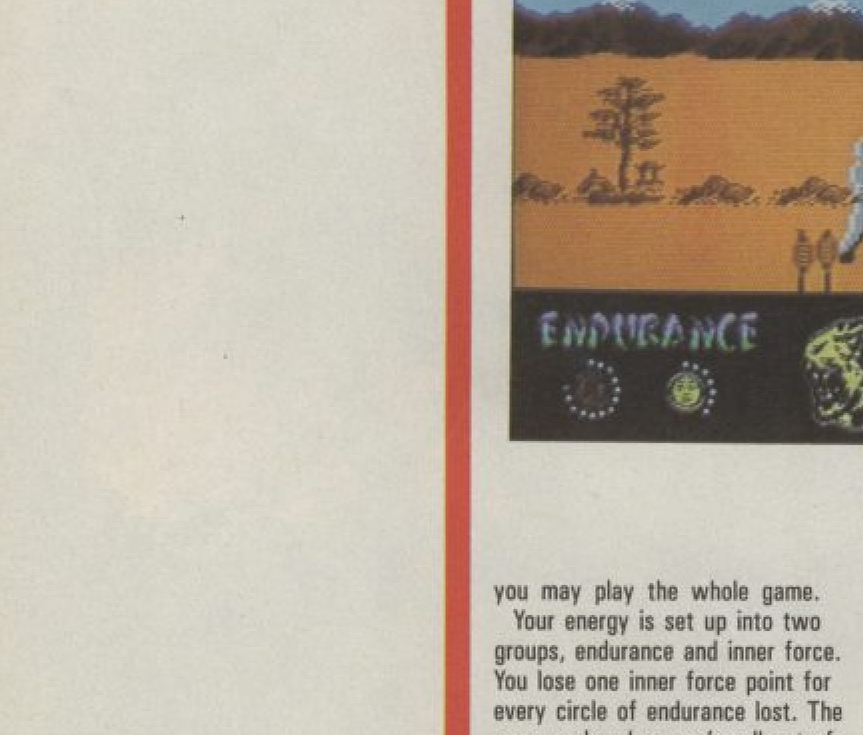
Pole Fighting — bash your opponent until he falls into the river.



Unarmed Combat — you face not just human but ghostly opponents.





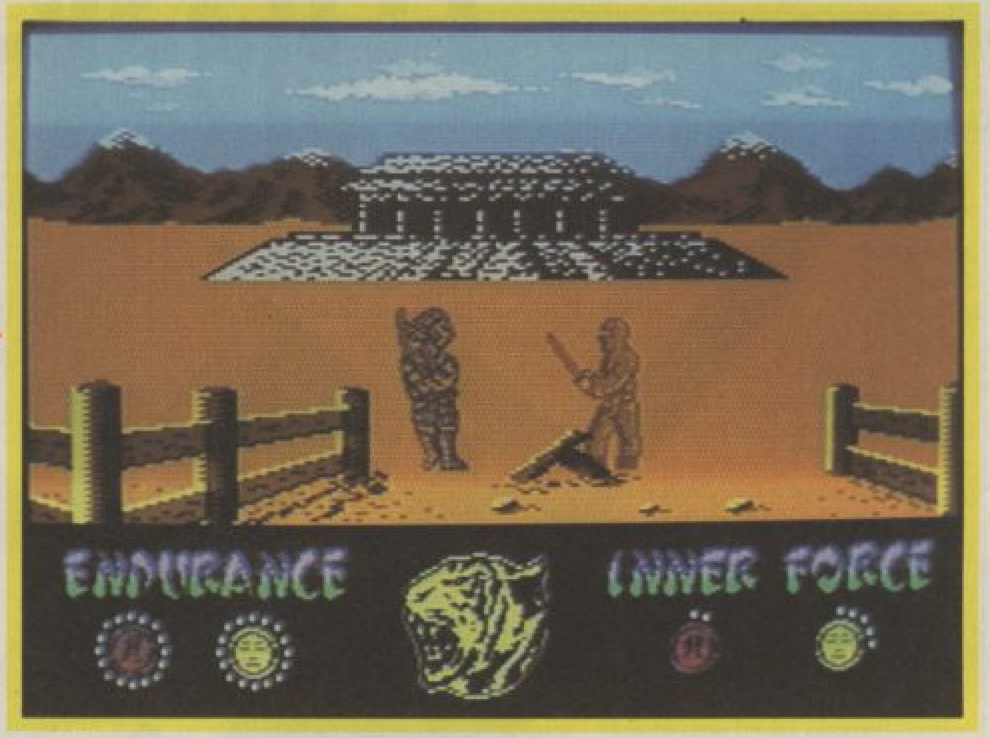


You're all out of Inner Strength and out for the count.



Unarmed Combat is probably the easiest of the three sub-games simply because it's the most familiar, with all the normal blows and kicks, low punch, flying kick etc.

This may sound like a normal fist-to-fist fight but it's far from it. Not all your opponents are human; you'll have to negociate ghosts and maybe even the odd rock or two? Unarmed combat is a good game in it's own right, many a software house would have sold it on its own at full price.



Finish this one off and you must meet the Grand Master himself.

Next, you move onto Pole Fighting. This is the second time that a software house has tried to put this on computer but this version is far superior to Melbourne House's Fighting Warrior. The graphics are better, action is much faster and scrolling is both ways which gives an excellent view of the game.

The Pole Fighting bout is set on a slippery pole over a river. Short of stamina and inner force you must knock out a variety of opponents sent by the Grand Master himself. The moves consist of blocks, blows and jabs. The blocks are often hard to use at the right time but when you finally learn them they can be very useful.

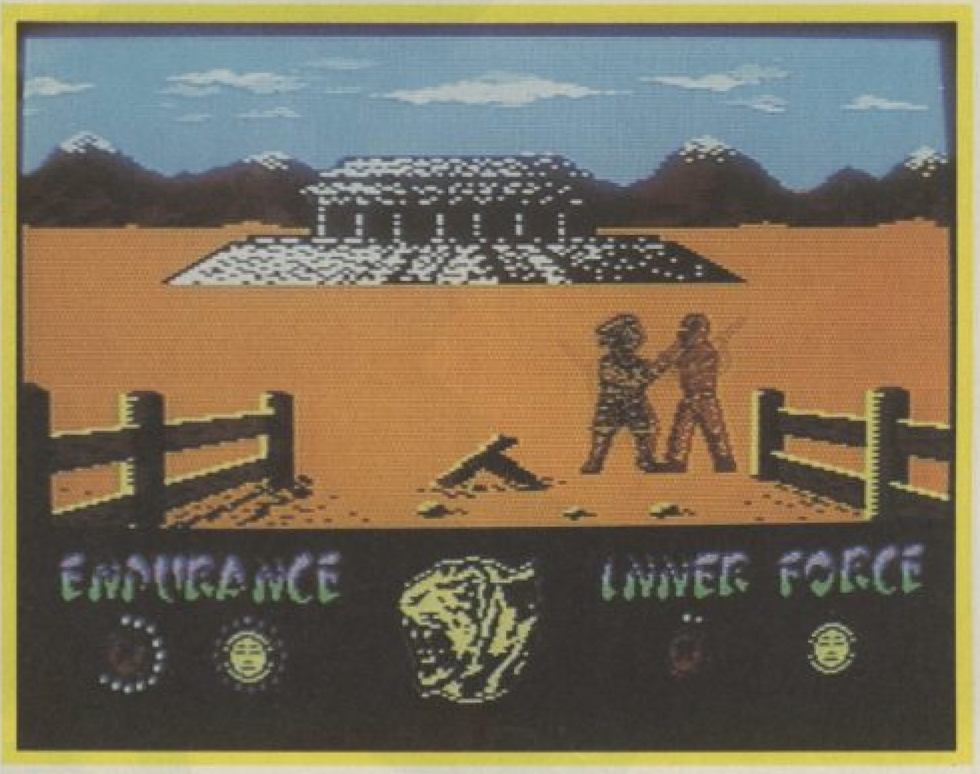
Blows and jabs are basically what you'd expect; jabs are much faster to use and less powerful than the blows. This is definitely my favourite of the three events.

Samurai Sword fighting is the last and toughest test to pass. You must face the toughest warriors and eventually the Grand Master himself if you want to become a Ninja.

Again the moves are what you'd expect in a sword fight. The graphics are up to the same high standard, with fast movement in front of some excellent scenery. But watch out, these opponents have tricks up their sleeve which you will not be able to perform!

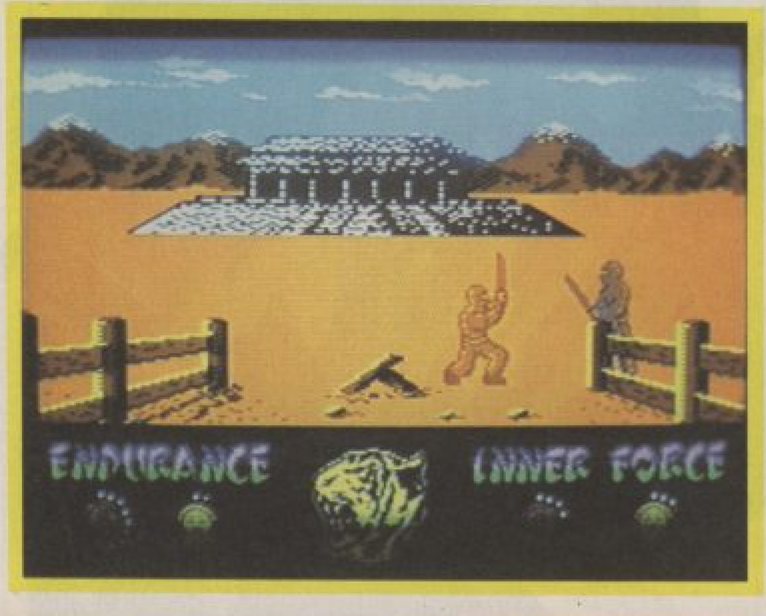
Despite the lack of originality I was pleased with the whole game: great graphics, good gameplay. Gremlin are starting to reach a very high standard in Commodore software and are sure to have a massive hit with this, especially if they are charging only a tenner for what amounts to three good games.

Ferdy Hamilton



Samurai opponents have extra abilities which you can't copy.

Samurai Sword Fighting is the last and toughest test to pass.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

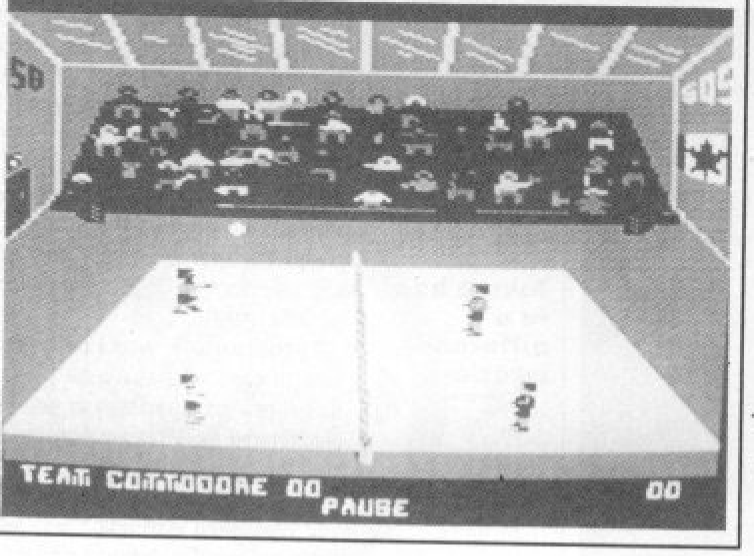
9 Overall


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BUMP SET SPIKE

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Start in the gym — so you don't trip over beach debris.

Mastertronic's new Entertainment USA label borrows from a piece of Volleyball jargon for the strange title to the first game in this range – 'Bump Set Spike'.

A word of explanation will be welcome to non-Volleyball buffs. A 'Bump' is your first punch of the ball, well not strictly a punch, contact is made with the inside of the wrist. A 'Set' is the second hit, the one that sets your partner up for the point-winning smash, or 'Spike'.

That all sounds fairly easy but let me assure you that carrying out these manouevres in Mastertronic's game is anything but.

Problem One: the movement of the ball is very slow and jerky. Its trajectory is anything but realistic and the attempt at perspective has failed entirely. What this means is that it's difficult to judge where to stand when the ball is travelling up or down the screen.

You do get some help in positioning your players in the shape of an 'X' shaped cursor that shows you where the ball is going to land.

When your opponent hits the ball back to you the 'X' will move to your side of the net. You must then line up your player's arms with the X and hold the fire button down for a period of time to shoot the ball back again. The length of time you keep the fire button depressed determines the strength of the shot.

You have three main game play options but Head-to-Head against a friend is by far the most fun way to play the game. Solo against the computer is deadly, the computer is unbeatable, or you can even combine with a friend against the computer, but it's still unbeatable.

Bump Set Spike is a difficult game to evaluate. As soon as it loads you think "God what lousy graphics" then you notice the equally appaling music and you go on noticing it until, in the end, you reach for the volume control.

Despite these drawbacks you may well still find yourself playing it several hours later, I did anyway.

One of the better points about the game is that it has two backdrops against which to play – a gymnasium and a beach.

The beach back-drop is impressive replete with golden sand, a ghetto blaster pumping out an awful racket, and a beckoning strip of blue sea at the top of the screen. Occasionally a water skier gets dragged by but he looks more like a helicopter.

The beach scene is more difficult to play than the gymnasium because there is seaweed which looked suspiciously like 'doggy doos' as my opponent dubbed them (*thanks Euge – MP*) makes the 'X' cursor difficult to see.

Another nice touch is the speech bubbles that appear from time to time. The volleyball players have an annoying habit of tripping up from time to time for no apparent reason



On the beach — a bit more difficult and you won't get a tan.

(*probably on the doggy doos – MP*). This will result in a theatrical dive like Diego Maradonna looking for a penalty and a speech bubble coming up with "Damn" or "Aargh".

You also get a speech bubble if you manage a 'spike' – no easy feat. I must admit though that when the players exclaim "What a spike" when the ball has been smashed out of play you have to question his powers of observation.

So would I fork out a two spot for it? Yes I would, just about. The main reason is that there aren't many decent two player games around and although Bump Set Spike isn't going to set the world alight it's absorbing, frustrating, and challenging. Now back to the beach.

Eugene Lacey

Nice title-screen graphics — not so good in the game itself.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

MANDRAGORE

COMMODORE 64/128
INFOGRAME
Price: £9.95/cass

For many years the land of Mandragore was ruled by a wise and public-spirited monarch, King Jorian (Jorian? why not Julian or John, or even Fred?) until he was struck down accidentally by a shooting star. With the end of King Jorian's benevolent rein came Lord Yarod-Nor (another silly name), who proceeded to impose a reign of evil tyranny on this hitherto peaceful land.

Thus goes the story. Obviously it's down to you to create and direct a team of four characters, a sort of mediaeval 'A Team', who will seek out and depose the naughty dictator (the plot seems familiar somehow).

Your team will have many mysteries to solve, and monsters to kill (or run away from) before you are able to confront the evil lord and do battle for the political future of Mandragore. A bit far-fetched? Read on.

Mandragore is a multi-scenario adventure game featuring a huge scrolling map of the land, and many detailed graphic scenes depicting the interiors of castles (refered to as chateaux), villages and monster-infested swamps. The graphic data for each of the ten chateaux are stored as separate files on both sides of the second of two cassettes, the first contains the actual program itself.

This means that whenever you wish to enter a chateau, you have to load the relevant file from the appropriate side of the data cassette (if it sounds complicated, it's because it is). Disc users however, will be pleased to note that all the chateaux data, as well as the actual program, is on the one disc.

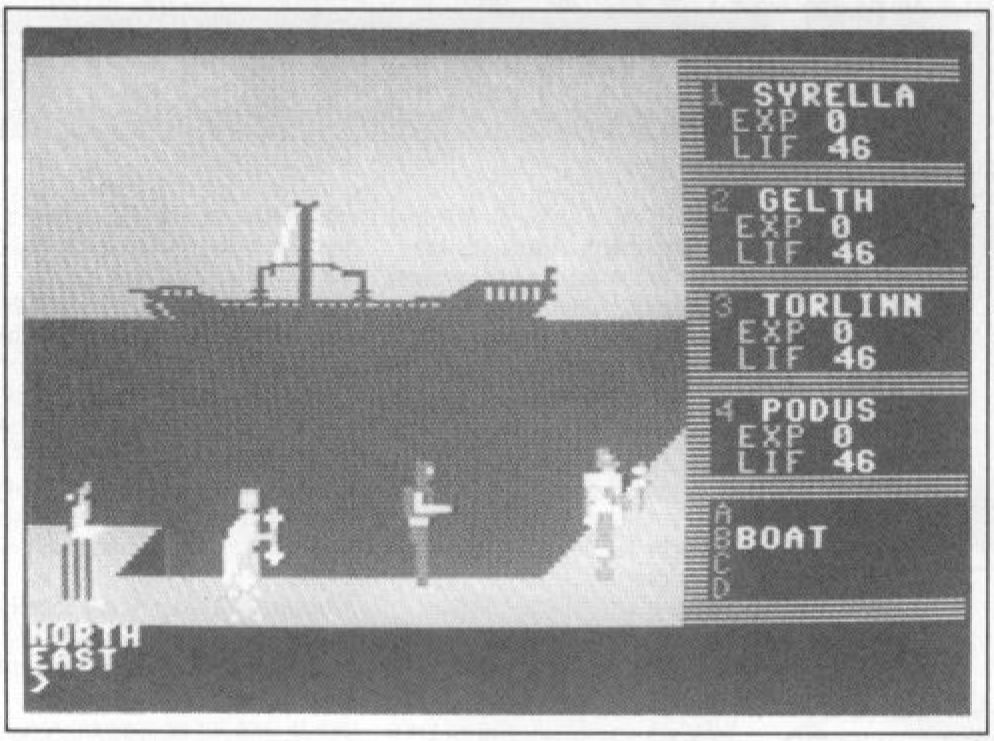
Should you choose to create your own team of characters (you could opt for a pre-programmed bunch of weirdos if you can't be bothered), you will have to define each member's attributes (strength, dexterity etc) as well as his (or her) race (dwarf, wizard, human etc), profession (warrior, ranger, thief etc) and give each a name (they needn't be silly ones).

At this point, it would be a good idea to save your character definitions just in case you get slaughtered by a roving monster in the first minutes of play.

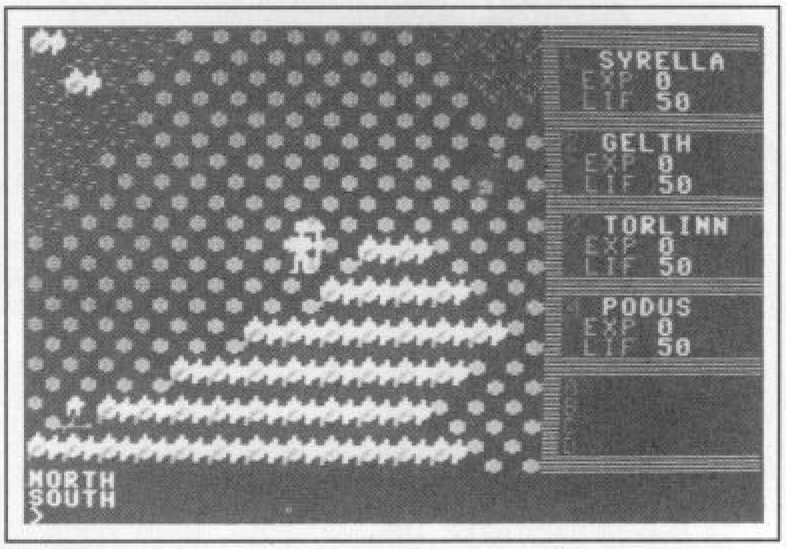
To control your team of characters, you type in an instruction and, where it's possible, the relevant character performs the action. A novelty here is a shorthand system that takes the drudgery out of the typing part. All the 29 actions can be initiated by typing in the first one or two letters, the program then prints the word (such as kill or attack etc) in full. This took a bit of getting used to, and I'm not altogether sure it wouldn't be easier typing instructions in full.

In 'Map' mode, you can direct your team rapidly over the terrain to find a suitable village to pillage or a chateau to investigate. Movement is in four directions, North, South, East and West, and your travels will take you through woods and swamps and across plains and seas.

When your team (symbolised by a warrior emblem in Map mode) enters

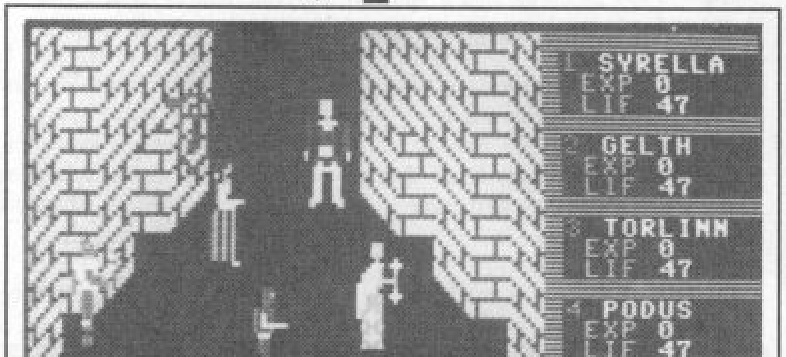


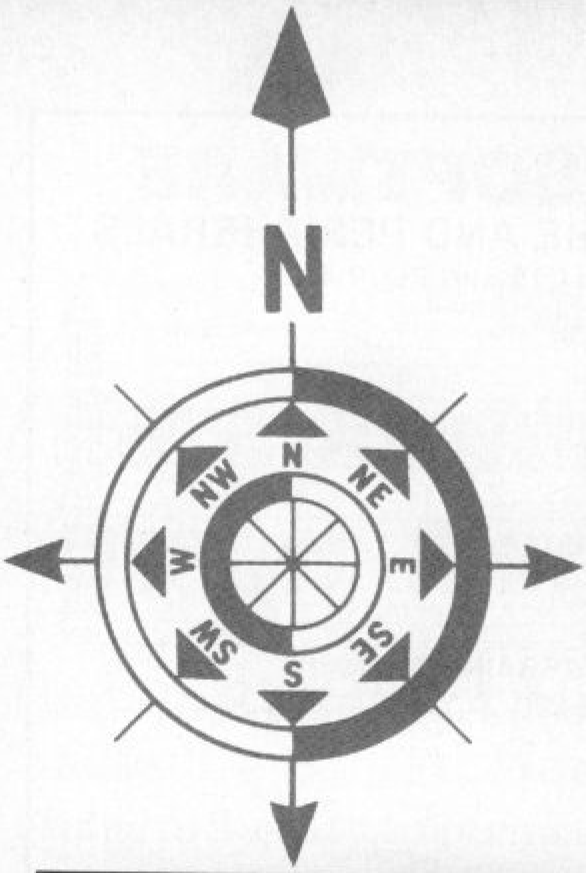
Take a boat to a different location.

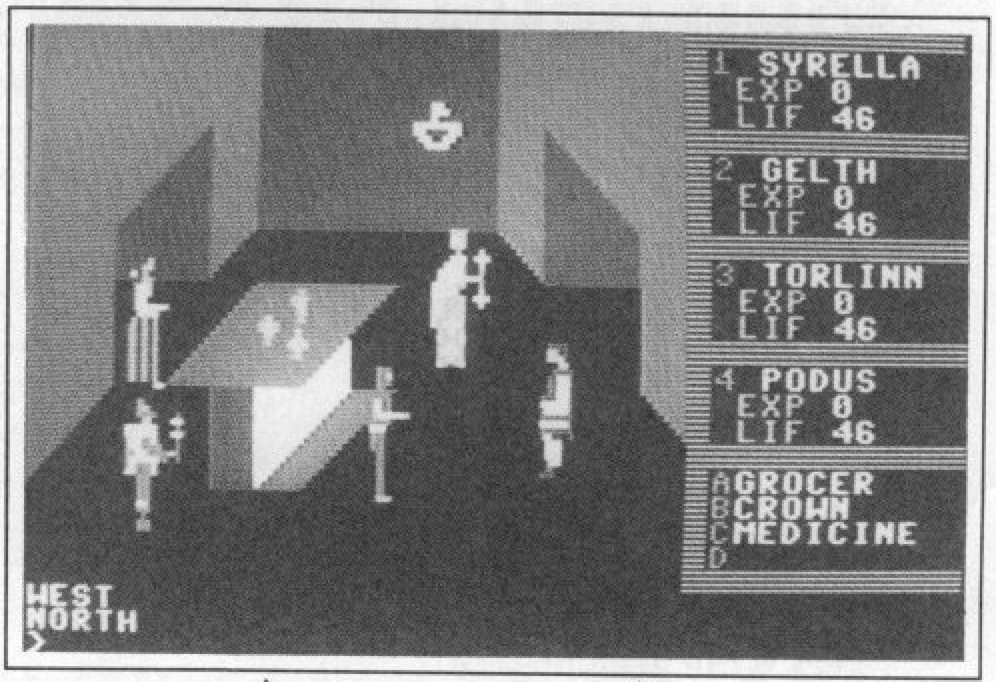


The master map enables you to travel long distances.

Search the villages for useful objects — like a better 64 game, maybe.

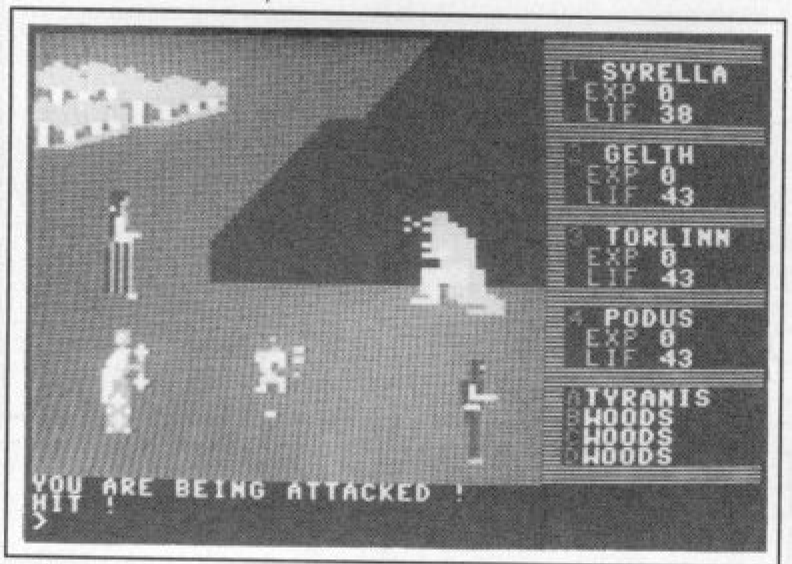






Goblets and chalices should be bagged.

Your team of four characters is displayed together with objects visible on the screen.



This monster is about to kill a fair maiden unless (Don't you dare give the game away. Ed.)

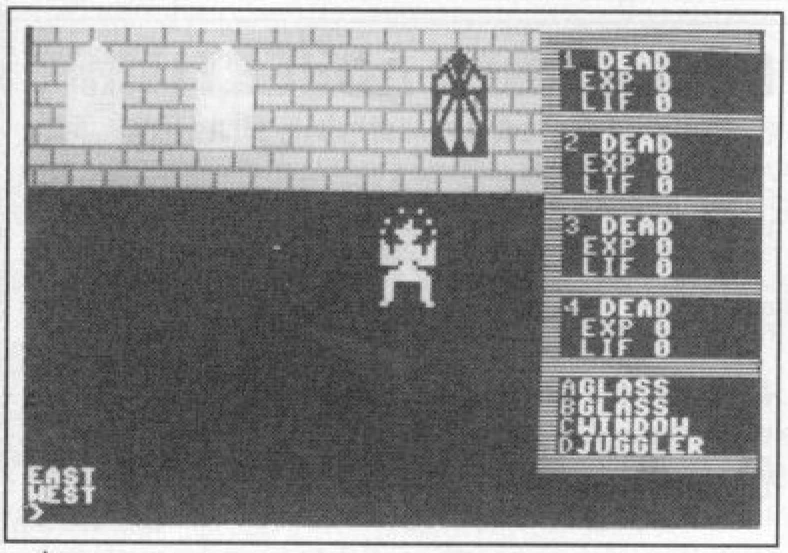
a village or chateau, the map disappears and a '3D' picture appears, with various objects in view including any of your characters still living. What you do with the many items you find while searching is up to you, but each scenario contains a problem to solve. Clues can be found in the collection of short stories accompanying the instruction booklet.

But playing the game was a bit of an anti-climax after struggling through page after page of instructions. It turns out that the villages are all almost identical, as are most of the chateaux.

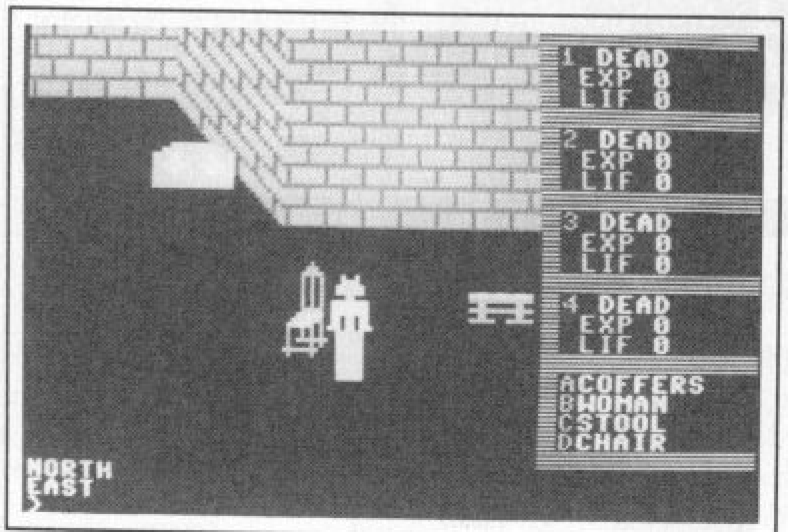
The graphics are of quite high quality although usually devoid of action. If, for example, you enter 'JIM STEALS KEY' Jim will then move towards the key and attempt to steal it. Sound is limited to a short repeating theme, suitably medieval in style and not too painful to the ears.

Personally, I would far rather play a decent arcade game or a good text adventure! If you get the impression I'm not too impressed with this game, you obviously catch on quick!

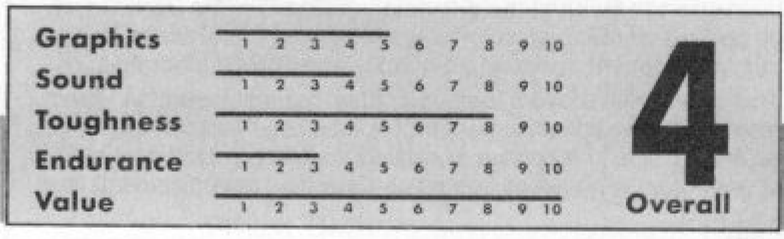
Fred Reid



The juggler is a dumb jester — hardly worth talking to really.



One of the nine chateaux — each one with its own unique puzzle.



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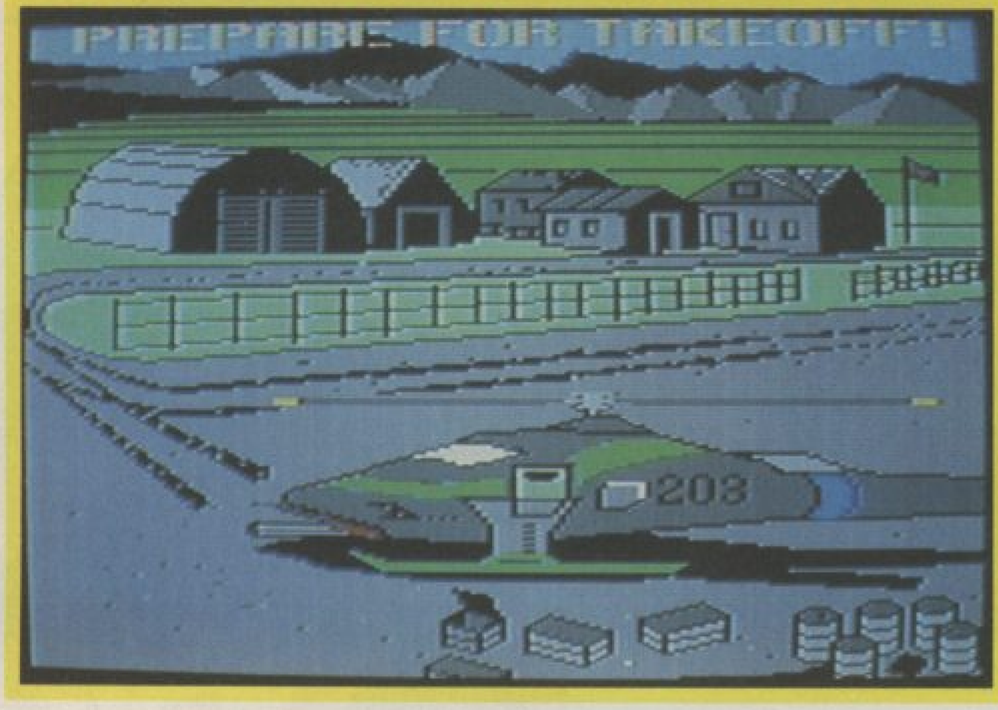
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Get ready for take-off, your mission is to photograph secret documents at the enemy HQ.

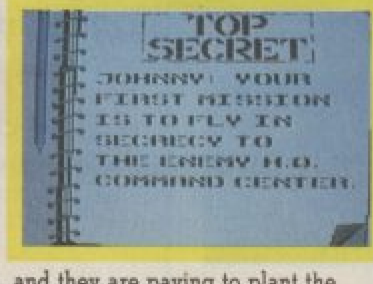
INFILTRA

Eighteen year old Chris Grey could cause a major upset by stealing the number one slot away from the much-fancied coin-op conversions with his brilliant three part game, *Infiltrator*. But Chris won't be surprised by his success, he's already tasted the big time as co-designer of the international hit, Boulderdash. Eugene Lacey phoned Chris at home in Canada to discover the identity of the "Infiltrator".



Who is the Infiltrator? That's the question US Gold would like you to chew over all Summer

Your instructions couldn't be plainer.



and they are paying to plant the question in your mind with a series of 'teaser' advertisments in various computer magazines.

Sorry to spoil the secret US Gold, but the public have a right to know, you know.

The game's creator Chris Grey has the answer. "His name is Johnny and he is the ultimate Super Hero. He has everything, he's a super soldier, movie actor, rock star, and explosives expert all rolled into one." His friends and sometimes the Commodore 64 call him 'Jimbo baby McDavis'.

Jimbo will need all his skills to tackle the 'Mad Leader' who, as boss of 'The Enemy', is plotting to destroy the world.

Before you all start complaining about this being a veiled stab at Colonel Gadaffi and power politics in general, Chris would like to say two things — that he is a Canadian — not an American (OK, Chris) "pople can read what they like into it, though I don't have a political motiviation".

The game took eleven months to write and is by any standards huge using both sides of the disk and necessitating a multi-load cassette when it goes on sale in the UK.

It is divided into three parts. In the first part you have to fly your helicopter to the enemy HQ and photograph the secret documents and War Plans.

The camera and several other items are selected from a separate inventory screen before you set off. Other items that may be worth taking with you are the sleeping-gas canister, bombs, forged papers, and the mine detector.

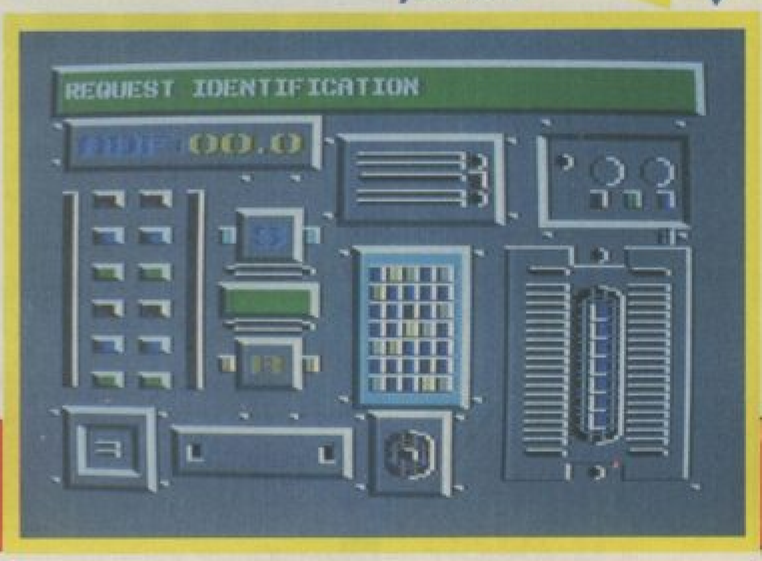
Chris Grey is proud of his sleeping-gas canister: "The idea was to make it as non-violent as possible. So you don't kill the guards you just put them to sleep."

Actually getting to the enemy HQ to complete the first part of the game is not easy. You have to master the chopper's controls. It does have quite a few simulation-like instruments to add to the realism.

"I wanted to get the best of both worlds. I wanted the feel of a simulation combined with the playability of the arcade game."

The concession to sim fans means

Enemy fighters ask you to identify yourself.



Preview

that you have to turn on the engine and wait for the blades to reach a speed of 2340 rpm before you can pull away.

The sound FX are every bit as impressive as the attention to detail. You can hear the engines gradually building up until the blades are hurtling around. The chopper pulls slowly skyward with the buildings in the foreground gradually sinking into the bottom of the screen.

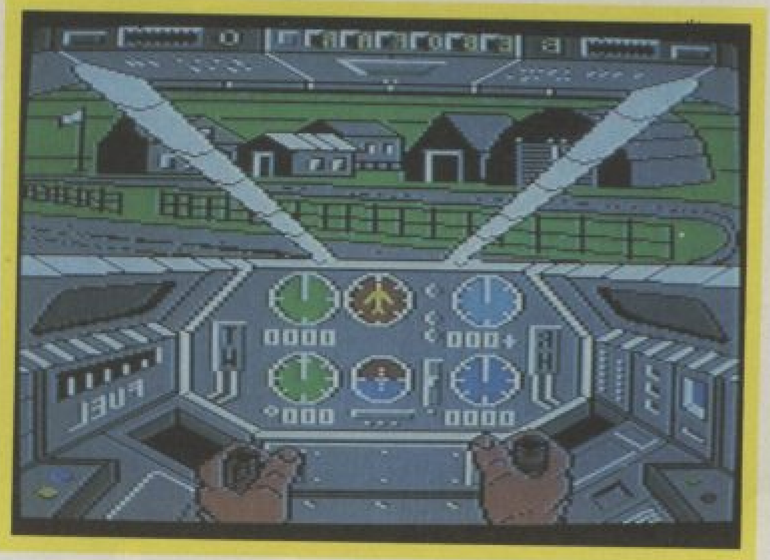
The hand you can see in the screen shot moves as the chopper banks to the right and left. Johnny's finger can also be seen moving to the fire-button when you press fire on your joystick.

When you are in the air flying towards the enemy HQ, you will be

enemy's missile base. This takes you right into the heart of the enemy camp, and you'll need to use all your guile to deal with the guards.

The third part of the game is the final conflict with the Mad Leader where you must destroy his HQ. Leader remains anonymous to the end of the game. He's just there — an evil presence lurking inside your 64.

When I spoke to Chris Grey he was already starting work on the sequel to Infiltrator — or, as he called it, the 'Mission Disk'. This takes Johnny into new and even more perilous adventures and possibly even a head-on confrontation with the Mad Leader himself. There is also



View from the cockpit, both hands move with your joystick.

ATOR



buzzed by the Mad Leader's jets. First they will request identification. If you can't satisfy their questioning it's reach for the fire-button time.

If it does come to a dog fight with the Leader's jets, Johnny's chopper is well armed to deal with it. It carries heat seeking missiles, cannon guns and flares.

The second challenge is to rescue a captured scientist and take out the

Nerve Gas, and possibly a nuclear reactor about to blow in Part Two.

Chris Grey believes that Infiltrator will take even the best of gamers a good while to crack. *(We'll see about that. Ed)* His advice to wouldbe 'Jimbo baby McDavis's is to "always keep in contact with the enemy and contact them first — before they contact you." "Go easy on the guns and use your gas sparingly in the





A mixture of flight sim and arcade action.



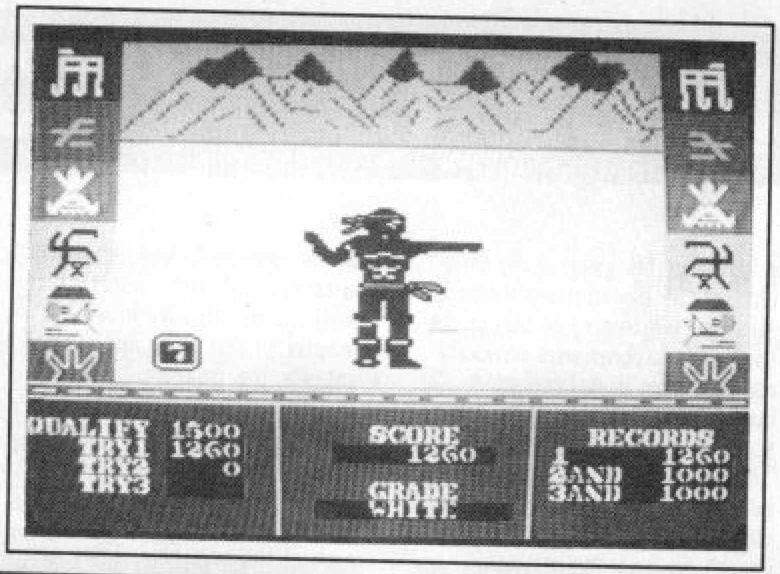
Looks like your chopper's a write-off, take more care next time.

Ground Mission".

Chris Grey's work on *Boulderdash*, *Wurly Nurd* (Remember that one! Ed) and now *Infiltrator* must make him the most successful game writer in the business for his age. So does he intend spending the rest of his days coding computer games? "No way, I want to write film scripts or TV plays . . . I'd like to stay in entertainment though".

We'd like you stay there too Chris. Keep up the good work. Catch a full review of Infiltrator next month.


WINTER EVENTS
C16/PLUS 4
WINTER EVENTS
BY UDO GERTZ
MENU
Compete in all events
Compete in some events
Practice some events
See world records
Number of players:
LOAD/SAVE records
PETER
WINTER EVENTS
C16/PLUS4
ANCO
Compete in the six thrilling events- Biathlon, Bobsled, Ski Jump, Slalom, Down Hill and Speed Skating.
The events start with opening ceremony accompanied by thrilling music. One to four players can select the country they wish to represent. The events with some of the most stunning graphics seen on C16/PLUS 4 provide a perfect back drop as the chase for medals progresses.
TURBO LOAD ensures that you don't get a chance to cool down between the events.
A QUALITY GAME
FOR C16 AND PLUS 4 OWNERS
£7.95
ANCO



This Ninja warrior has all the agility of a doll with wooden limbs and joints.

● NINJA MASTER

COMMODORE 64/128
FIREBIRD
Price: £1.99/cass

They're doing it on purpose. Software houses have picked up on my reputation for being ruthless on rubbish and, it seems, are intent on sending the worst dross they can dig up for me to tear to shreds in the pages of Commodore User.

Well Firebird, you asked for it — here goes. Since I bought my 64, way back in Christmas 1933 (an early model) I must have played literally hundreds, possibly thousands of games. Some have been brilliant, a great many have been average, and more than a few not worth the tape they were recorded on.

Ninja Master doesn't fall into any of those categories. Quite simply, it is the biggest load of rubbish it's ever been my misfortune to load up. I feel guilty about feeding it to my poor old 64. If it were a dog it would be chewing up grass in the garden and I'd be explaining my behaviour to the RSPCA.

And so to the game. Ninja Master can be played using a joystick, or the keyboard, or, preferably neither. There are four stages to the game. In the first test you must defend yourself against flying arrows. There are four manoeuvres. You can punch, or kick, left, or right, depending on which side, and at which height the arrows come at you.

Animation is crude. The stationary ninja sprite is simply substituted by one of four others with the appropriate kicking or punching action. It's all very easy and dead boring.

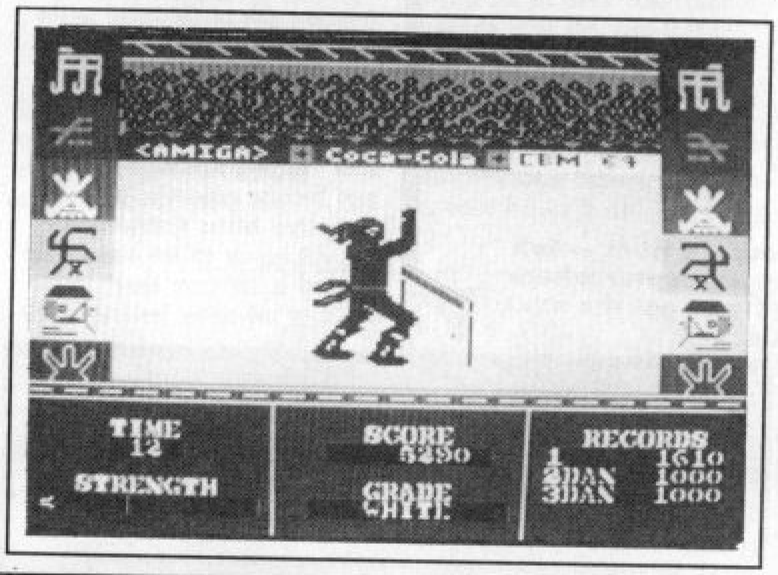
Test two — the karate chop. Stationary ninja sprite stands by the block of wood. You must wiggle the joystick back and forth until the power meter passes the critical level. You have twenty seconds in which to do this, at which point stationary ninja is replaced by chopping ninja. In fact it only takes about ten seconds to get the power meter up to maximum, a three year old could manage it.

The blurb says "this is probably the hardest test to complete". Using your "trusty" ninja sword, defend yourself against the deadly Shuriken stars. It is more difficult, but essentially the same as stage one, the graphics are crummy too.

In the final test, the now unrecognisable ninja must shoot cans of diet Pepsi from the air with a blowpipe. I got a crick in my neck just looking at him.

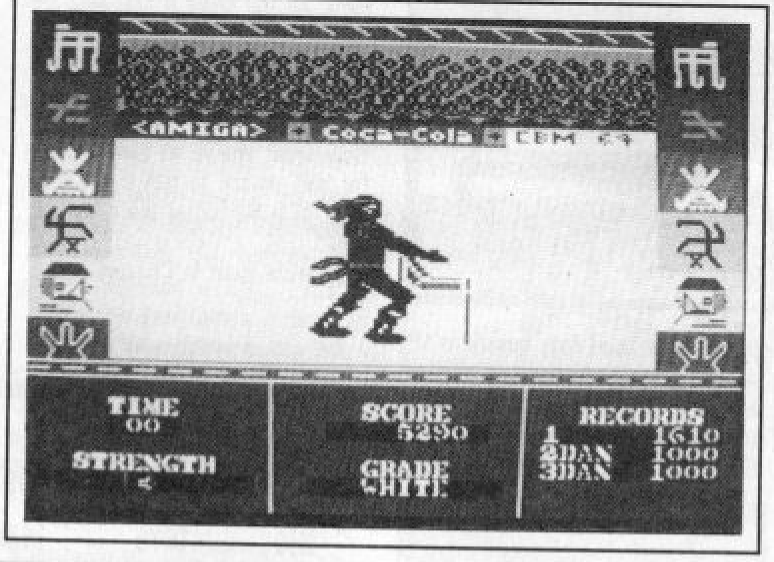
Some of the games in the Firebird Silver range are quite good. This isn't one of them. Don't buy it.

Ken McMahon

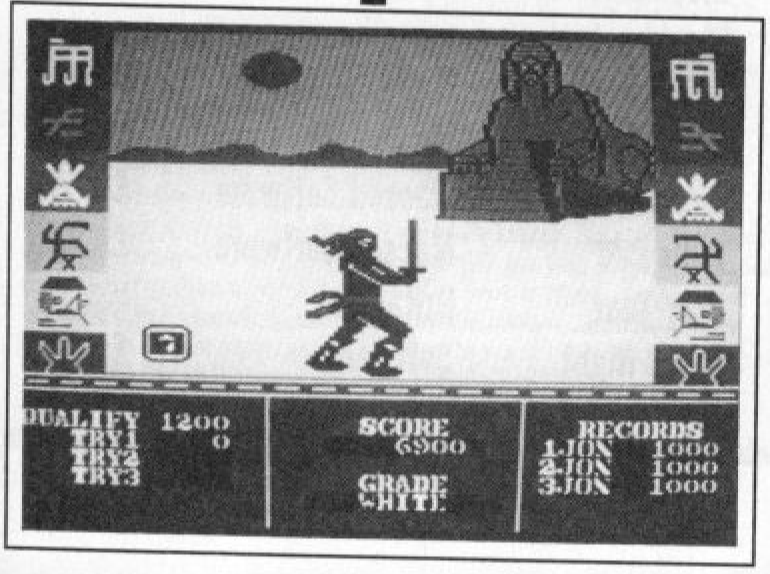


Shades of Daly Thompson here. Wiggle the stick like mad to build up strength . . .

. . . then press fire to smash the wood — if you scream as you do it its more fun.



The sword acts like a cricket bat to field off the spikey stars being lobbed at you by the enemy.



Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	**0** **Overall**

£ £ £ £ • THE PRICE IS WRON

G-Force member Ferdy Hamilton checks out the TV quiz game conversions and tells you if they are really worth their tenner price tag.

Blockbusters

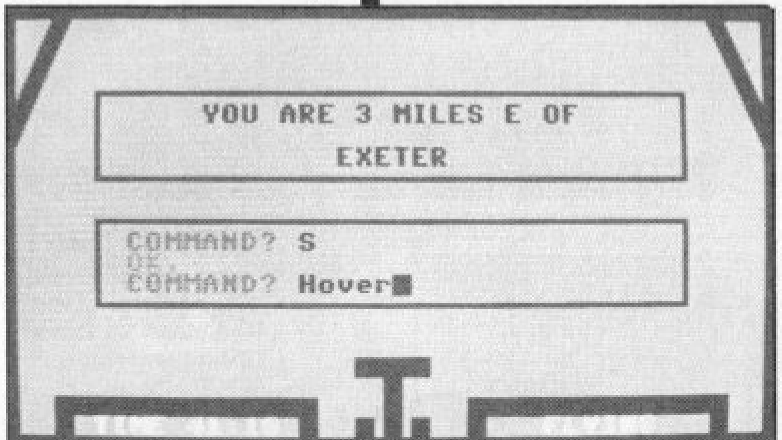
Central television's successful quiz show was one of the first of the Macsen quiz games. For those of you who have never watched it the gameplay goes something like this. The game board is a four by four matrix of hexagons. Each hexagon has its own letter on it. Each contestant must choose a hexagon and answer the corresponding question, the answer will obviously start with the letter on the hexagon.

The aim of the game is to get from one side of the board to the other, connecting the hexagons by answering the questions.

It is set out on the computer with each player using a letter as their "buzzer" which can be a real pain because when two players press their letters simultaneously one will appear on the answer and deleting is far from easy!

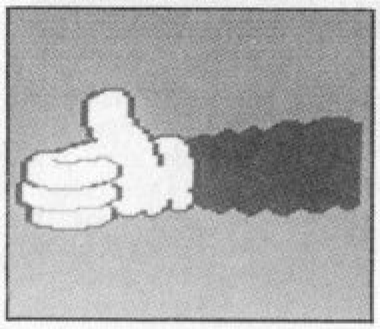
One of the better features of the game is the 'load new questions' facility which is desperately needed as the questions are either aimed at three year olds or I'm the next Einstein.

Treasure Hunt — tell the helicopter where to fly to get the next clue.



Anneka Rice — has absolutely nothing to do with this game.





The game is played on a time limit. The higher the level the shorter the time. Sadly, because the TV game lacks the grossness or tabloid hype of its competitors, *Blockbusters* is awful. The best thing about the game is the little ditty of the Blockbusters theme tune you are treated to before the game. The programmers obviously need a lesson in de-bugging. A budget line £1.99 would have been a much more serious price tag.

There is also a Blockbusters question-master available. A wise idea for those of you unfortunate enough to own the original.

Blockbusters Gold Run

How greedy can you get! Macsen have the nerve to charge the public another tenner for what should have been on the original.

Blockbusters Gold Run is the bonus part of the show where the contestants go for the big prizes. No big prizes here though just one big loss — your tenner!

The game is much the same as the original Blockbusters but each square has two or three letters on it with an answer the same number of words long.

Gold Run is much the same as the original but Macsen obviously noted the easiness of the questions and altered that. They have also put in a delete facility (about time too!). All the same it still gets the thumbs down.

Treasure Hunt

Now what you've all been waiting for, the chance to travel in the back of a helicopter with Anneka Rice!

Treasure Hunt is Channel Four's over the top game show in which two contestants order Anneka Rice around the British Isles in a helicopter to find clues and eventually the treasure.

The game follows the show closely with everything but the out of breath Anneka Rice making an utter fool of herself. You must tell the helicopter where to fly in search of the next clue. There are ten clues to find and you are given the first one at the start. When you are given a clue you should refer to the guide book you are given to find out what it means, then it's on to the map screen to tell your pilot (Anneka of course!) where to go.

Then it's off in search of the clue. But it's no pushover — the clues are virtually impossible to find. You also have to compete against a fourty-five minute time limit. When you have completed the first treasure hunt, you may have a go at the next one which is set in a different part of England, and even people as hopeless as me are allowed to have a go at them.

If you like this game and manage to complete all there are other versions available with new treasure hunts on them.

Treasure Hunt is far superior to the rest of the games here and is also presented extremely well with good instructions and a guide book to help you.

When I played this I had to stop and double check it really was by Macsen, it's a must for fans of the show and perhaps it might appeal to the odd adventure fan in search of a new angle.

GAME	SOFTWARE HOUSE	PRICE
Blockbusters	Macsen Software	£9.95
Blockbusters Gold Run	Macsen Software	£9.95
Treasure Hunt	Macsen Software	£9.95
Countdown	Macsen Software	£9.95
Bulls Eye	Macsen Software	£9.95
Play Your Cards Right	Britannia Software	£9.95

NG!



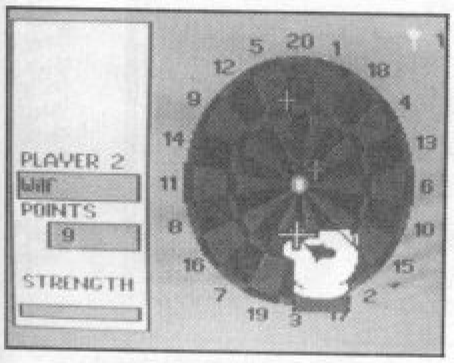
Play Your Cards Right

I hate this programme. I hate Bruce Forsyth. I hate this game. Three points that have to be made before I go any further.

For the people who are lucky enough to have never watched the show I will explain the rules. Nothing too complex here, you just have to predict whether the next card will be higher or lower than the one behind. Nothing for a pair though. *(not in this game — Ed)*

You may choose to play against the computer or a friend (if you can find one who will play this!). The Winner is the first one to succesfully predict six cards.

He will then go on to the bonus section in which he must predict some more cards and also bet on them. He starts with five hundred points and must try tó reach two thousand. This is the only one of the games Macsen did not produce and Britannia software seem to have done no better. Although there is nothing seriously wrong with this game I just knew it wouldn't work on the computer. Bad luck Brucie.

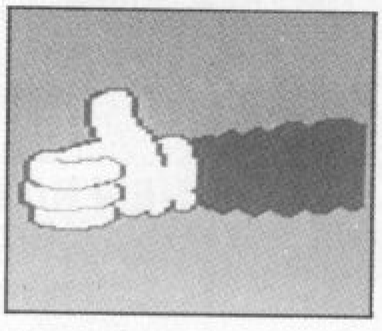


Third dart and you're nowhere near getting a ton. ▲

Countdown

Countdown returns us to the normal quality of the Macsen range. Awful. This is taken from another "successful" Channel Four show that's less extravagent than Treasure Hunt.

Countdown is a word game consisting of nine rounds. In round one the player chooses nine letters, vowels or consonants, the computer picks them at random and the players have thirty seconds to make the longest they can out of them. All this is O.K. until the end of the round when you enter your word, if the computer has not got it in its dictionary it will then ask you "Is this a valid word?" and you respond by either pressing Y or N, meaning you enter just Y and, hey presto, you've won the round. Rounds two and three are the same as the first.



Round four is the numbers round. You must pick some numbers and the computer comes up with a total that you must reach by adding, subtracting, dividing or multiplying the numbers chosen.

Again all is well until the time is up then it's up to you to try and tell the computer how you managed to reach your total. Seeing as there isn't a multiplication or division key on the Commodore and the game doesn't supply one, this is difficult. Poor old Macsen obviously haven't quite mastered the programming techniques.

After you have finished this depressing puzzle you are treated to a repeat of the last four rounds.

But don't fret, the ninth and final round is different — it's . . . it's . . . it's the Countdown conundrum.

Can you unscramble a nine letter anagram before the thirty second clock runs out? Be careful, if you press too early and get it wrong your friend is treated to the rest of the thirty seconds.

Countdown is awful, you'd have a lot more fun (and money) if you just played on pen and paper. Don't take it even it if's offered to you for free.

Bullseye

At last I reach the classic, Bulley! Possibly the best of the worst, bar *The Price is Right*. It's compered by the brilliant Jim Bowen. "Oh, you're unemployed Bill. Smashing, luvly."

Bullseye like Countdown is set out in a number of rounds. Round one, and it's Ferdy up to the ockey. A special dartboard with ten sections is used for this round. Each section has it's own subject which you choose to be quizzed on.

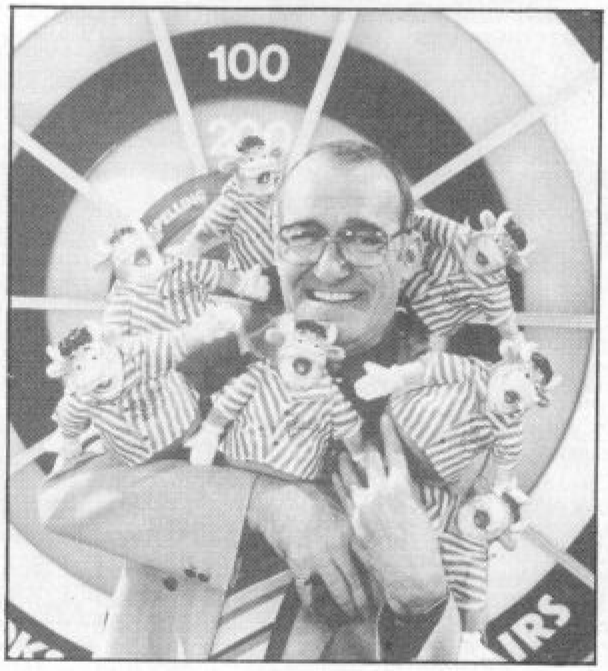
The player first chooses a subject and then tries to hit it, this is done by first aiming left or right and then choosing how much strength to put on the shot.

If the player hits his/her chosen subject they will then be awarded a bonus, this is higher the closer the dart came to the bullseye.

You will then be asked a question on the subject you hit and will be awarded points for a correct answer. However, should you answer incorrectly the question will be handed over to your opponent.

The second round is more straightforward than the first, both players must throw three darts at a normal dartboard, the one with the highest score will then be awarded a general knowledge question. Get it right and the points are yours. Wrong and your opponent's in with a chance. This is also repeated three times.

Round three is where the lucky contestants shoot for prizes. On your Commodore though, it's only points.



Smiling Jim Bowen — and a load of bull(s). ▶

The player who is currently in the lead gets the chance to throw nine darts at a special bonus board. The board is made up of sixteen sections eight black and eight red. The player scores a bonus for each red segment hit, but nothing is gained when a black segment is hit.

Finally, if you are the player with the highest score Bulley asks you if you would like to take a gamble. This involves hitting a hundred and one or more with just four darts. Succeed and your score is doubled! Fail and it is halved! Bullseye is not really awful but darts is just one of those games that will not work on computers.

As you may have noticed the Macsen range and Brittania's Play Your Cards Right are all useless. I would strongly advise against buying any of these other than Treasure Hunt and even that's nothing to shout about.

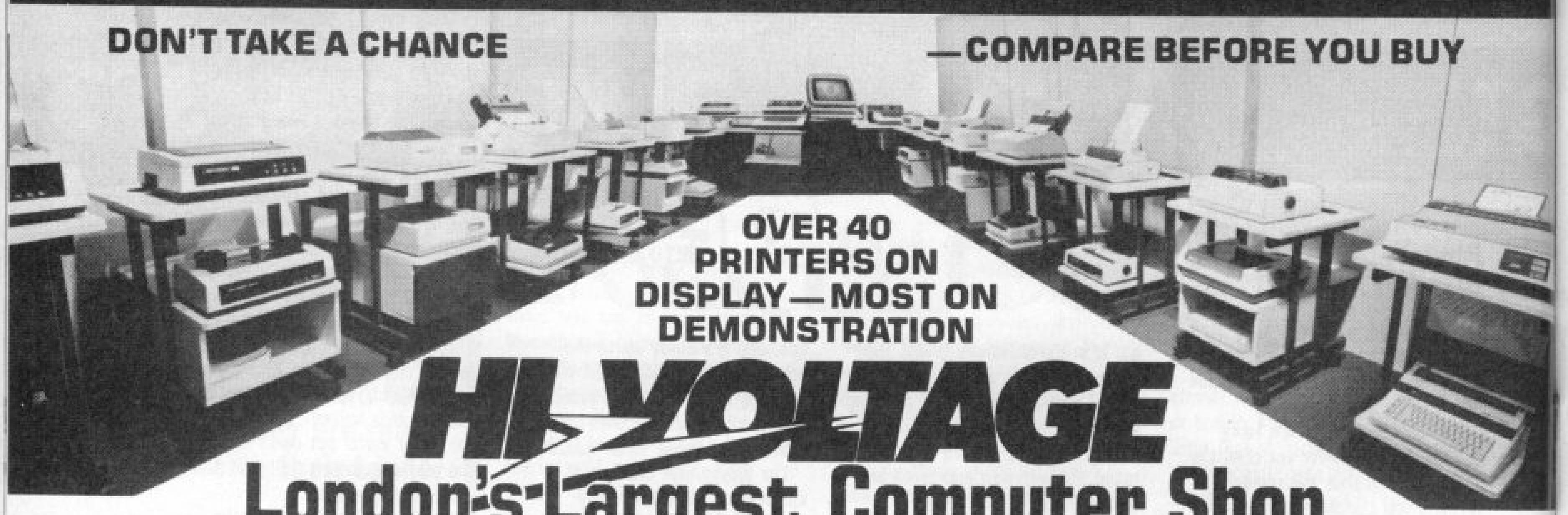
One of the problems is simply that the appeal of quiz games is winning a prize. This is naturally impossible on a computer though a company did try it with 3-2-1 a while back. They ran into problems because it constituted a lottery. Another thing missing is the compere. Much of the appeal of shows like The Price is Right relies on the odious slimeyness of Leslie Crowther. The 64 just can't compete.

It would be a good idea for Macsen and Britannia to team up together and sell these games as a compilation for a tenner, because as it stands now, the prices is definitely wrong!

Ferdy Hamilton



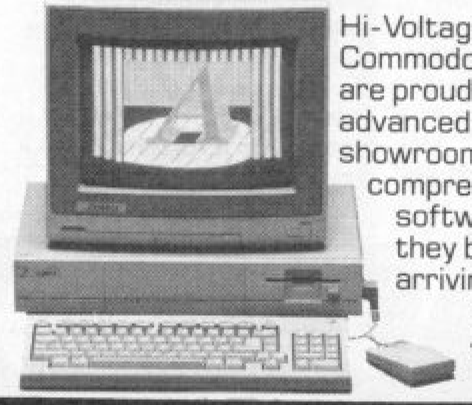
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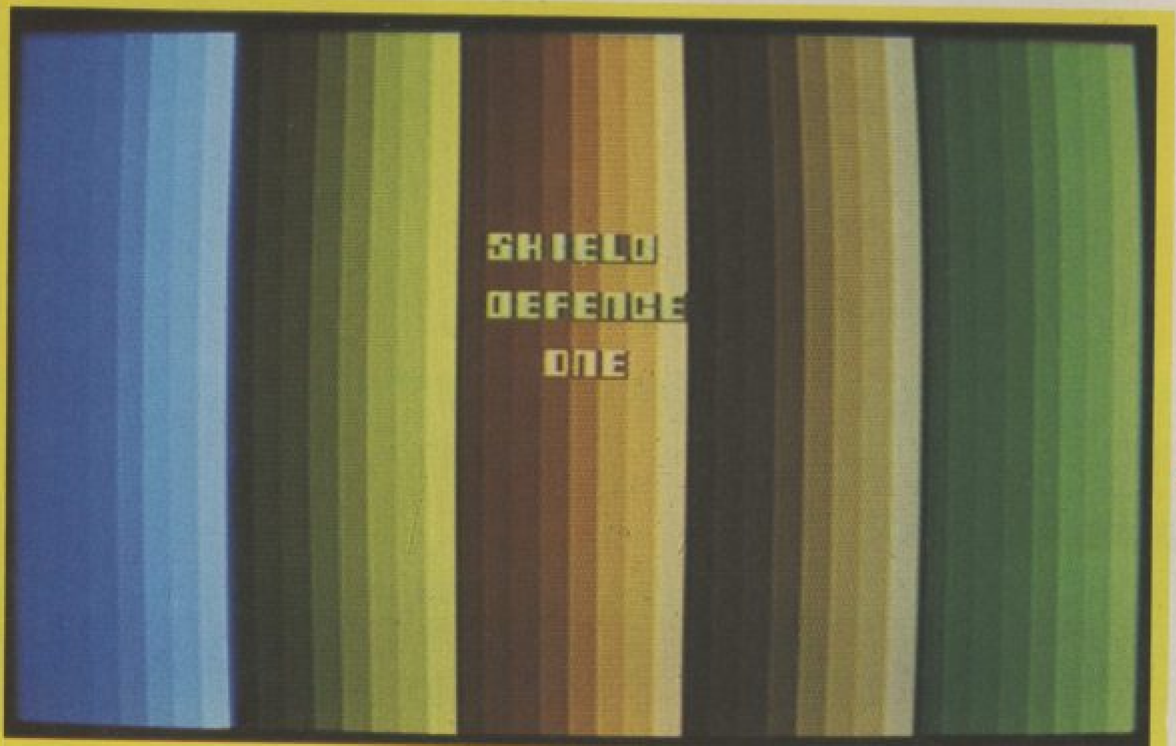
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Screen Star

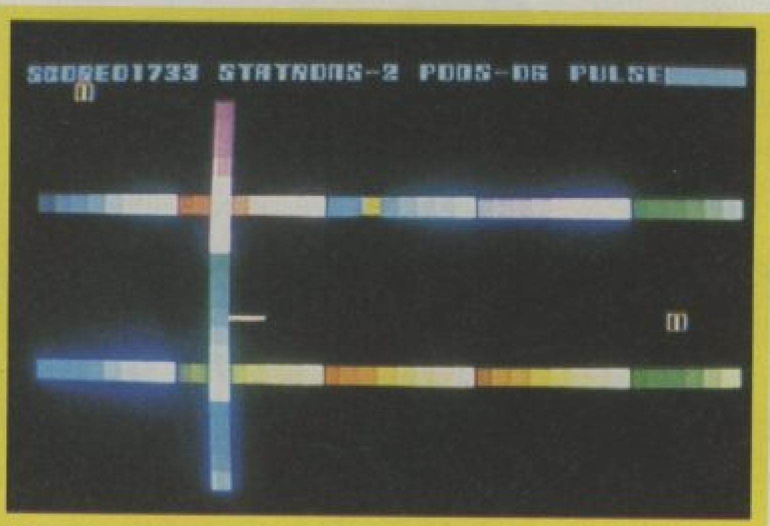
A game like this turns up about as often as Halley's Comet. Hyperforce is that rare thing, a totally original idea, superbly programmed with excellent sound and graphics.

No platforms, no ladders, no nasty beasties, no treasure. Who needs them? In fact, Hyperforce is so different, it's not easy to describe, nothing to compare it with you see.

But it does have a familiar look about it, Jeff Minter circa 1984 I'd say. Someone out there obviously likes his style, which is, for those of you who don't know, sort of, well, wierd.

Hyperforce is arcade action played at about three times the speed of light. You control the Startron, or at least half of it. The right half has been badly damaged so you must pick up pods with the operable left half.

Before your Startron pulse runs out you must retrieve a given number of pods, in the meantime the chamber walls are closing in on you. The walls absorb pods as they sweep over them, so you must hold them back, either by firing at them, or by dragging them back. The pods pop up all over the place though, so you have to be careful not to squash them by dragging the walls back over them.



Push back the walls whilst collecting the square pods.

Each Startron has a limited lifespan or pulse in which to collect the required number of pods. On later screens the pulse can be extended by collecting tymers which slow down the pulse counter. You have to keep one eye on the sub tracts, however, which have the opposite effect. They speed up the pulse counter, giving you less time to collect pods.

This isn't a game I would recommend to the inexperienced. Everything happens so quickly it takes a while just to work out what's going on. But once you do get the hang of it, the rewards are great. There aren't many experiences that compare with playing at three times light speed.

Did I mention the graphics? Not really graphics so much as bands of colour — all over the place, turn the colour knob right up to get the best effect, and the sound too. If you don't have a colour telly go and buy one, buy two and play them both at the same time.

Seriously though, this is a great game and if you don't buy it you're an utter utter utter utter *(spit it out — Ed)* Wally.

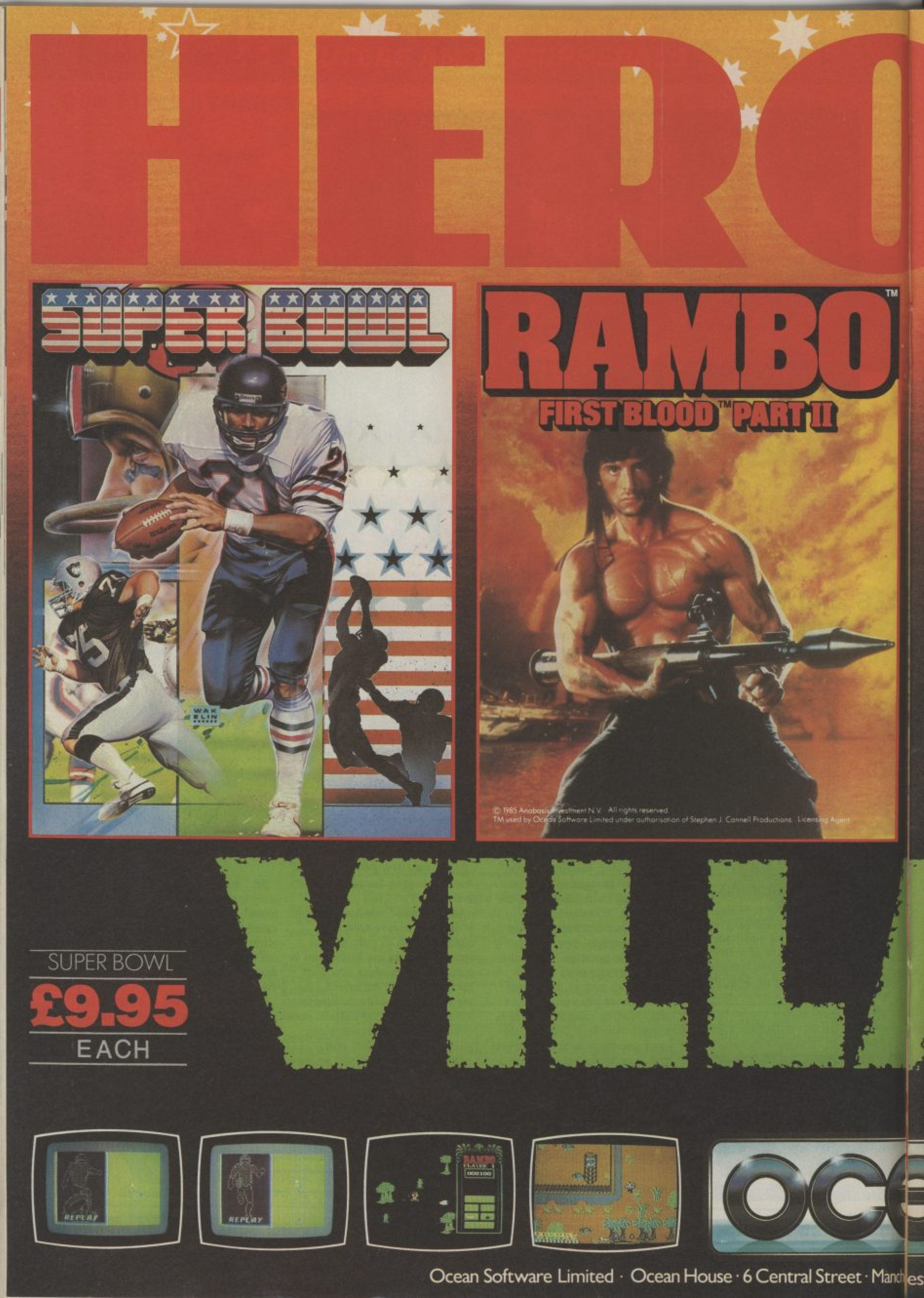
Ken McMahon



Second screen — the walls form a triangular shape.

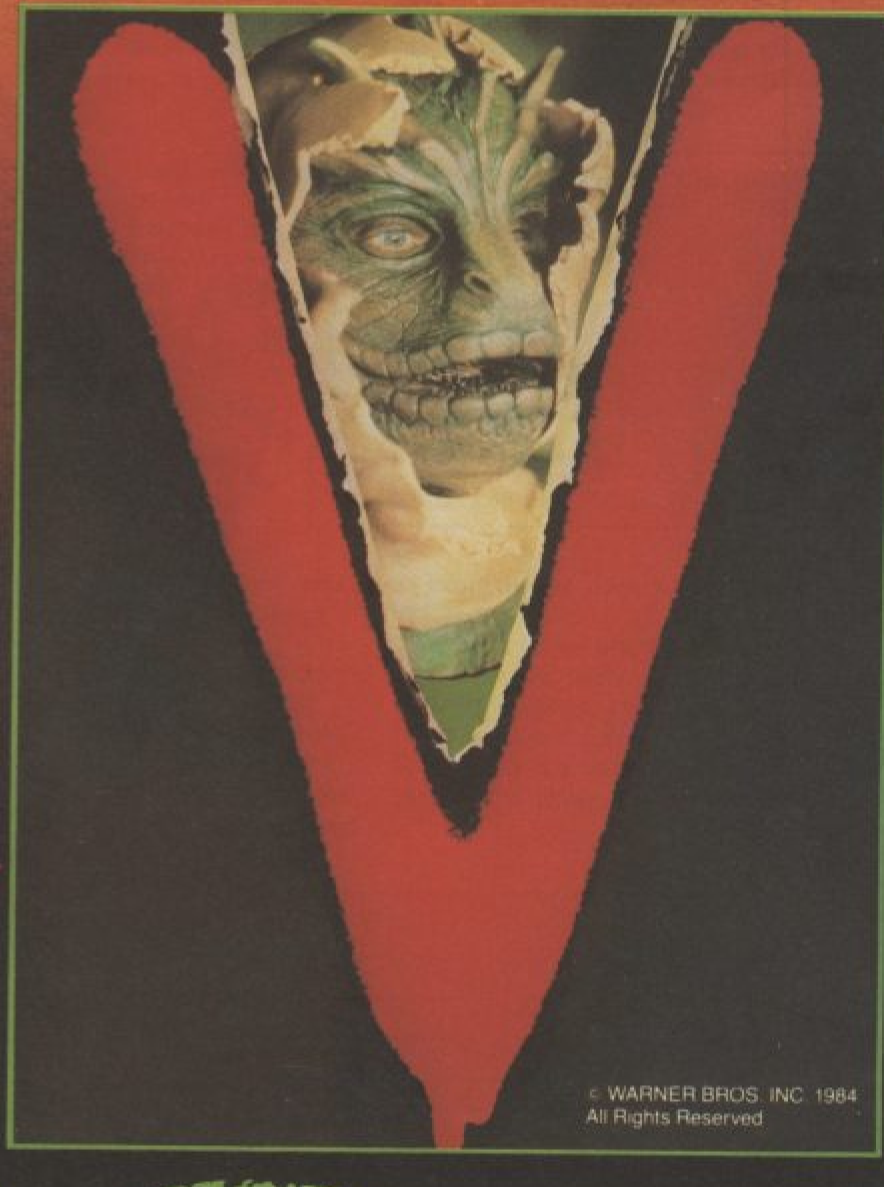
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9 Overall


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•BOOTY•

C16 and Plus/4
FIREBIRD
Price: £1.99/cass

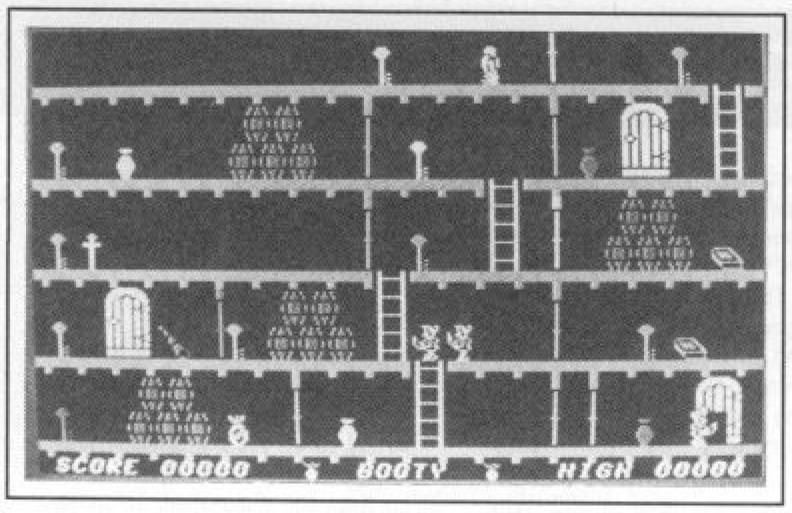
Booty was released some time ago for the 64 on which it received a rather lukewarm reception. Firebird have deemed it worthy of conversion for the Commodore 16 and surprisingly it's not half bad.

You are Jim the Cabin Boy (ahar). For some strange reason the ship has been deserted and you are the only one left on board (hoho). Cabin Boy's wages being what they are, you decide to search the Black Galleon's holds for the treasure which lies therein (hehe).

There's rather a lot of treasure lying around in the Black Galleon, but it's not that easy to get hold of. For a start there are locked doors all over the place. To pass through these you must first collect the appropriate key, each door is a different colour and has a key to match.

You can hold only one key at a time and some keys are behind locked doors of a different colour. This is not a game for fools. Ending up in the wrong place with the wrong key can spell disaster.

As well as getting locked out, there are numerous other misfortunes that can befall young Jim. He can be cut down by a cutlass waving ghost pirate, pecked to death by a parrot, ravaged by rats — terrible things happen at sea.



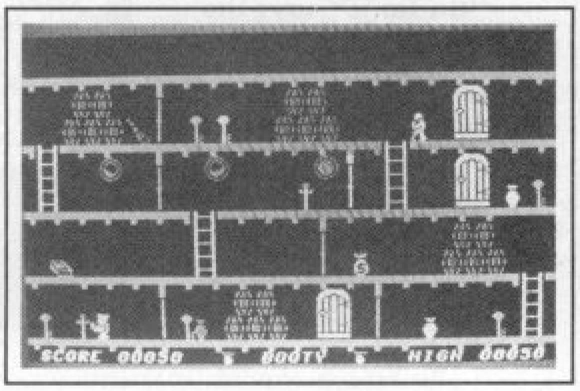
The 'booty' litters the decks — gold, goblets, keys and cash.

The graphics are great and dreadful at the same time. How so! Well, some of them are brilliant, like the portholes with blue sea floating outside. Others are not so hot. Jim himself looks more like an astronaut than a cabin boy, and some of the treasure is a bit difficult to make out. I saw the Eiffel Tower amongst other things, and I'd been well clear of the rum all night.

There is also that annoying sprite overlap problem, where everything around a moving character disappears momentarily. But that's hardly a criticism as nobody seems to have sorted it out yet.

None of this detracts from the game though, because the idea is a sound one and is fun to play. When the booty has been collected from all twenty screens you have 45 seconds to locate the key which gives access the next level.

Look closely at the bottom of the screen and you can see that McMahon has only scored a pathetic 50.



For those of you who like the personal details, Booty was written by Kevin Moughton, a name I've seen before on Firebird Software, possibly Shark. Booty is a much better effort, more of this please Kevin.

Ken McMahon

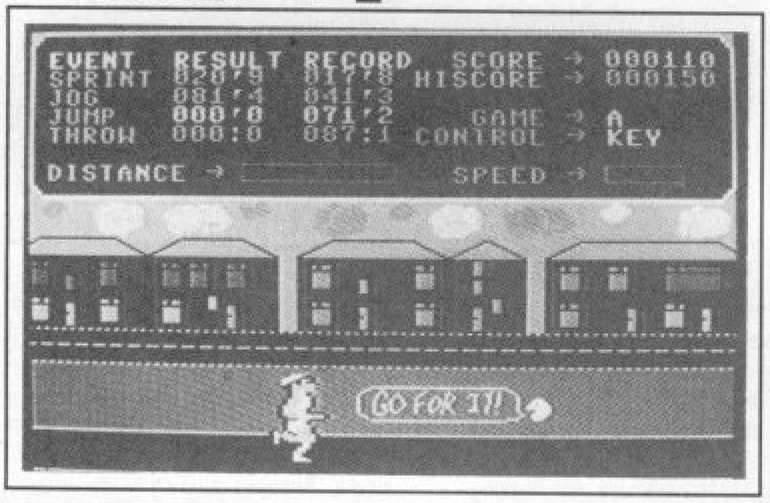
Rating	Score (1–10)
Graphics	6
Sound	7
Toughness	8
Endurance	8
Value	9
Overall	**8**

STREET OLYMPICS

C16 and Plus/4
MASTERTRONIC

Price: £1.99/cass

"Go for it" says the Pacman-like thingy. "No thanks, Mastertronic" says James Pickering.



No doubt you will have noticed that Mastertronic are making a killing with C16 and Plus/4 software, but I think they have gone off target a bit with this one.

Mastertronic describe this game as a gruelling sports simulation that will use every ounce of your stamina and strength. Where they get that idea from I haven't a clue. Perhaps the person testing the game was a reject from Noel Edmond's Mr. Puniverse contest. I would describe the game as tedious and boring.

They also go on to say 'In the first three events — sprinting, jogging and jumping — you race against the clock (surprise, surprise) and in the fourth event — throwing — the record is the longest distance. Amazing.

The aim of the game, like any sport simulation is to compete in all the different events. Let me take you through all four of them. First there's the 200 metre sprint — continually running for 200 metres. That's followed by the 800 metres job — exactly the same as 200 metre sprint but obviously longer and called jogging. Thirdly, there's the long distance — a sort of steeplechase. In this event you must, whilst running, jump brick walls instead of hurdles. Last is throwing — instead of throwing a javelin or shotputt, you must throw a brick (I wonder what Daley Thompson would think about that, pretend he is a football hooligan perhaps).

There are also two game variations: Game A and Game B. If you choose Game A you have to compete in all four of the events, but if you choose Game B then you have the opportunity to choose an individual event to practise.

The most disappointing aspect of Street Olympics is that you can't use a joystick. The games does have joystick facilities but when you try to move it from left to right to gather speed you are disqualified. I've tried the joystick in both sports but was still disqualified. This meant that I was forced to use the keyboard, pressing Shift to gather speed and Return to jump. If there is one thing that really annoys me it's having to play games on the keyboard, and I think that goes for the majority of us.

Worst of all the events are just plain dull. Run, run a bit further, run even further still and chuck a brick. If you are looking for a good sport simulation don't look at *Street Olympics*.

James Pickering

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

3 Overall

DROID ONE

C16 and Plus/4
BUG-BYTE

Price: £4.95/cass

There's not a lot one can say about this game. At £4.95, it's bad news. The graphics and game-play are similar to Anirog's Cybertron; collect the humans while mindlessly zapping the robots. The action takes place on the planet Vragus IV, searching for the elusive Di-Planium ore (so elusive there isn't any).

As you enter level one, robots appear from nowhere to attack your ship. There are many different types of robots and they all behave in different ways. Some follow you around, others explode, showering you with shrapnel. You defend yourself with no more than rapid-fire lasers and your wits.

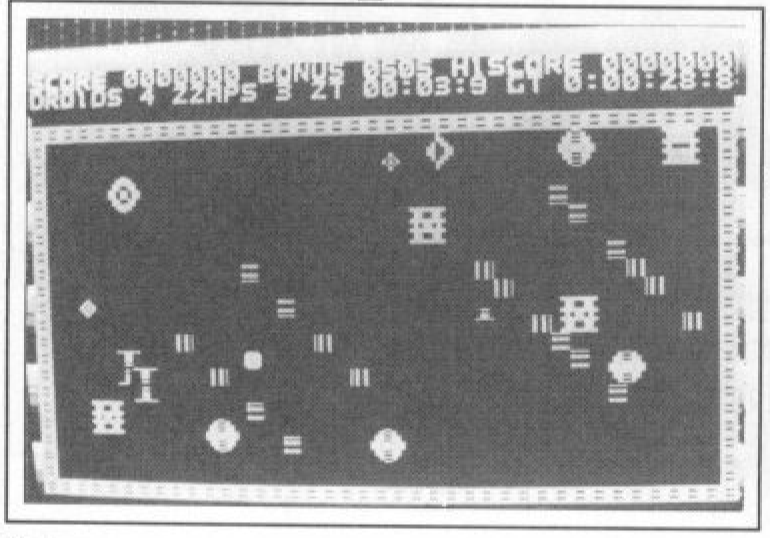
Should things get really hairy, a tap on the spacebar activates a 'smart' bomb (I don't care what it looks like) that will destroy all the robots currently on the screen. Use them wisely, though, you only get three of them — suppose that's why they're called smart bombs.

Your ship is highly manouverable and can move from one side of the screen to the other in just under three seconds. Not that that will help much, some of the robots move in for the kill just as swiftly.

Death brings no relief, the sound effects you get while another ship is shoved onto the screen are dreadful and prolonged, it's almost a relief to get back into the game again!

I've no doubt there are many people out there who will love mindless games like this, but, in my opinion, it's the pits. Although the graphics are reasonably well constructed and smoothly animated, the game-play is dreadful. Save yourself a fiver, and try one of our free type-ins!

Fred Reid



Move, shoot, dodge, yawn, score points, fall asleep. Don't buy it.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

3 Overall

THE EXPLOITS OF FINGERS MALONE

C16 and Plus/4
MASTERTRONIC
Price: £1.99/cass

After just reviewing *Street Olympics* I thought *Exploits of Fingers Malone* might just be as bad or worse. Fortunately, I was proved wrong and Mastertronic have shown once more that they can produce good quality games at a fraction of the price of the big software houses. *Fingers Malone* is back to their normal standard. It is a fast and furious platform game that boasts fifteen levels of sheer thrill power.

The aim of the game is to collect the keys to the safe, and the money that is left lying around the place. You must also turn the links in the floor from black to white (instead of points you receive money). This is done by walking over the links but be very careful that you don't miss a link.

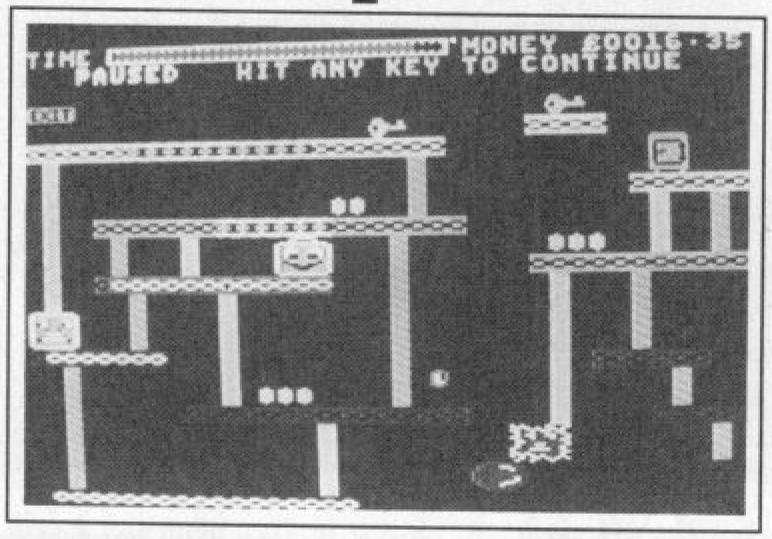
Sounds easy I know but as with all good platform games there are the nasties. In this case Blinkey, Sparkey, Thingy and Wotsit are constantly trying to stop you from collecting the loot.

To make things more difficult than they already are, there are poles connecting each level. Some poles are for up and some are for down. If you are not careful you'll find yourself in a dead end, and at the mercy of nasties.

Also on some of the platforms there are conveyor belts which move in two directions, left or right. When being chased by a nasty it could mean the difference between life and death depending on which direction the conveyor belt is moving. You need all your wits about you for this one. The old grey matter is working overtime just writing about it. But not to worry, help is on the way. To help you with your task they have installed lifts which you simply call by pressing a button. When travelling on a lift, it rings at each floor. Remember some platforms are impossible to reach without the lift.

If after all this you have managed to collect the money and keys, and turned every single link in the floor from black to white, the safe can then be unlocked. Then it is possible to make your way to the exit, which takes you to level two entitled Douccy in the Dog House. This is similar to level one entitled 'Easy Does It', but quicker and more complicated.

If your kind of game is one that requires skill and fast reflexes and you have the capability to deal with another platform game, then this is the one for you. **James Pickering**



Mastertronic avoid taking the wooden spoon this month with Fingers Malone.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

BOMB JACK

C16 and Plus/4
ELITE
Price: £9.95/cass

This Tehkan coin-op has already done well for Elite on the 64 and the Spectrum. The 64 version is fine but, Oh boy, this version is just unplayable.

The Jack who stars in the game is a sort of super Mickey Mouse. Complete with cape and natty little red suit he flits around the different screens collecting piles of bombs left lying casually around.

But it's not just a case of collecting the bombs. One of them is about to go off so you have to get this one first. Then another one will flash and so on. I found it nye on impossible to follow the sequence properly. You just don't have the control over Jack to get him safely onto the correct platform.

Needless to say there are several nasties in the game who try to stop you going about your business.

Jack flies through the air by pressing the fire button and pushing the stick forward. This will make a particularly big leap. But once his jump reaches its highest point he will start to sink down again so you have to move him right or left to land on the platform with the next bomb on it.

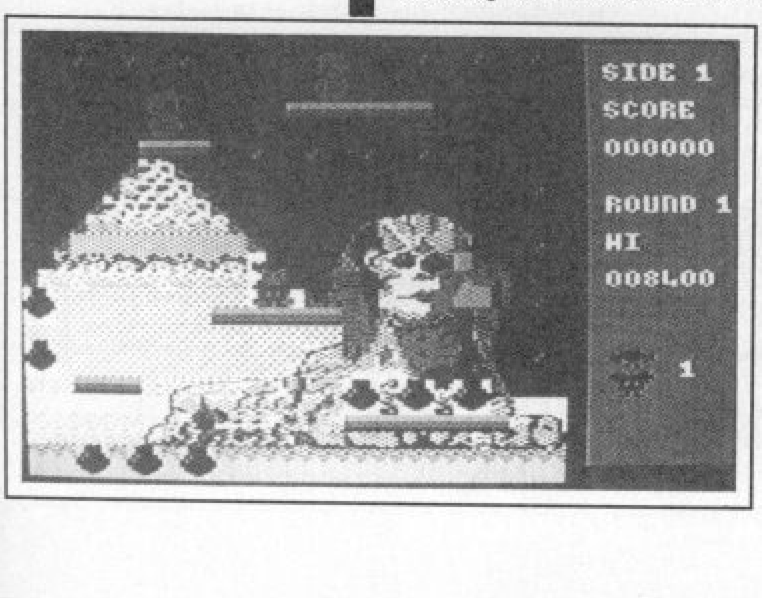
Pulling back on the joystick is supposed to make Jack fall back down at any point during a jump. At least that's what it says in the instructions and that's also what happens in the real coin-op. But in the C16 version — forget it.

There are also supposed to be floating coins that you can catch to freeze the nasties and enable you to earn bonus points as you charge around the screen unhindered.

I played the game for hours and didn't spot one bonus coin.

The game was converted to the C16 for Elite by a company called The Conversion Company. My advice to Elite is to convert to someone else quick. Avoid this one — there are better games to be had for much less of the folding stuff.

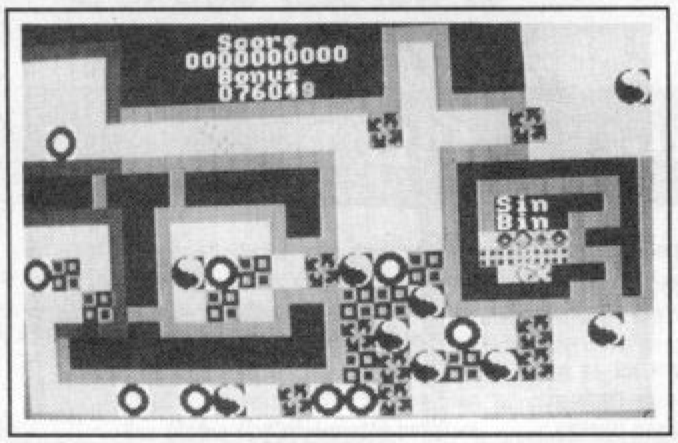
Eugene Lacey



Bomb Jack bombs out on the C16.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

3 Overall



◄ **Liquorice Allsort-like aliens — much brighter and prettier than this pic suggests.**

● OBLIDO

C16 and Plus/4
MASTERTRONIC

Price: £1.99/cass

Personally, I'm sick of seeing classic 64 games converted for the C16. Very few of them seem to come anywhere near their 64 counterparts, tending to suffer from scrappy graphics and jerky animation. Fortunately, *Oblido* makes none of those mistakes, making full use of the C16's capabilities without over-stretching them.

At first glance Oblido looks incredibly complex, the screen littered with coloured blocks and maze-like paths. All becomes clear quickly though, and the actual game-play couldn't be simpler.

On the screen are four sets of nine blocks, each a different colour and pattern. The idea of the game is to shunt them around, leaving all nine blocks of the same colour at the appropriate depot.

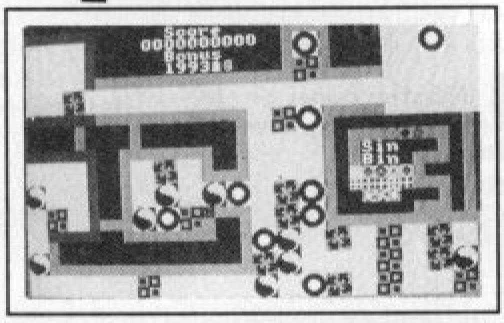
The area that the blocks are allowed to move in is restricted by grey pathways. These enable you to get your man in behind a column of blocks and allow easy passage to other parts of the screen. On it's own, this is not a difficult task, but you're racing against the clock and the nasties are escaping from the 'sin bin'.

Nasties move around the pathways firing at you. Stopping a slug or direct contact with one will seriously reduce the time left on the clock, but you can fight back. Your weapon is pretty ineffective, but squashing them with a block or two proved to be more effective. Killing nasties not only makes your task easier, but also scores points.

I really enjoyed playing Oblido, it's not often you find a game as addictive as this at a bargain-basement price. The graphics are bright and clear, the action is smooth and fast and the soundtrack is in character with the action. It's a pity there aren't more games of this quality for the C16. Any chance of converting it for the 64?

Fred Reid

Addictive game at a bargain basement price. ►



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

9
Overall



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COMMODORE 64
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SAM FOX STRIP POKER

COMMODORE 64/128
MARTECH
Price: £8.99/cass

It has long been known that software houses will stoop to just about anything in pursuit of the proverbial buck, and a game like *Samantha Fox Strip Poker* just about typifies this sort of approach.

Take away the marketable name and you get a game of strip poker. Take away the kinkiness, which is simply a substitute for gambling, and you get poker, And as anyone who has ever played a few hands knows, poker without gambling is pointless. It's like doing the Australian pools for fun.



Pair of Jacks takes the pot and it's coats off time.



Sam Fox down to her string vest and she's still smiling.

This brings us back to our Sam, the girl who'll do literally anything under the Sun. Page three model, popstar, celebrity and all round goodtime girl. I don't want to enter the great Sam debate because anyone who rides a tank into Wapping 'for a laugh' should get the contempt she deserves. So eyes down for a chance to see a few risque digitised pictures. Hang on while I put on my mac.

The game loads in about ten seconds flat thus suggesting the amount of memory used in this complicated program. That or the programmer's a genius.

You begin with a picture of sizzling Sam who's resorted to the old trick of wrapping up in a few extra layers and a hat and scarf. You are given a couple of hundred points to begin with and dealt five cards. A round of betting ensues and you then have the opportunity to draw new cards to make up your best possible hand.

Another round of betting ensues and you finish off showing each other your hands with the result that you win or lose. If you win and get Sam down to zero she'll cast off a layer of clothing.

Unsurprisingly Sam's poker isn't too hot. In one hand I had three of a kind and felt confident. Sam changed one card, suggesting she was either going for a run or a flush, so how come when we turned over did she produce a hand that contained a jack, king, five, six and seven of different suits? A donkey could have played a hand better than that.

With a player of Sam's prowess it didn't take me long to make her get 'em off. Which can undoubtedly be the only appeal of this game.

Don't get too excited lads. There's only about four layers and the final

Down to Zero — now you don't need to buy the game.



product (for this is all the girl has become) is pretty weak. You don't get to see much, knowworimean?

This isn't the first strip poker game on the 64. US Gold's one was a flop (haha) when it was released. So only Sam's name can save the game — another example of marketing for the sake of it.

Sam Fox Strip Poker is pathetic. It's the intellectual equivalent of a smutty conversation in the gents and for those people out there who buy the Sun because they think it's a good paper. You'll certainly see better quality pictures of bigguns in it (nudge, nudge) which makes Martech's game pretty redundant.

Mike Pattenden

	1	2	3	4	5	6	7	8	9	10
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

2 Overall

COMMODORE 64 CHART

NEW	Green Beret	Imagine
2	Thrust	Firebird
NEW	Silent Service	Microprose/US Gold
4	International Karate	System 3
5	World Cup Carnival	US Gold
NEW	Nexus	Nexus
NEW	Bump, Set, Spike	Mastertronic
NEW	Way of the Tiger	Gremlin Graphics
9	Formula One Simulator	Mastertronic
10	Golf Construction Set	Ariolasoft
11	Spindizzy	Electric Dreams
NEW	Cauldron II	Palace
13	Biggles	Mirrorsoft
NEW	Ghosts and Goblins	Elite
NEW	Saboteur	Durrel
16	Psi 5 Trading Co	US Gold
17	Spellbound	Mastertronic
NEW	Slam Ball	Americana
19	Kikstart	Mastertronic
20	Uridium	Hewson

CHART CHAT

Imagine has done the double. *Green Beret* has stormed to the top of both the 64 and General Chart. And you read it here first.

The cheapo challenge is still holding up well with *Thrust* hanging in there at number two. Just goes to show what a Commodore User Cheapo of the Month can do for you.

Highest entry this month is *Nexus*, straight in at number 6 in the 64 chart. And *World Cup Carnival* is up there at number five despite World Cup overkill and the controversy about the game being a re-release of an old Artic title.

Ghosts and Goblins should come up the chart next month. Also look out for strong challenges in the C16 chart from Ariolasoft's *Hyperforce*, *Frank Bruno's Boxing*, and *Booty*. Don't miss it.

GENERAL

NEW	Green Beret	Imagine
NEW	World Cup Carnival	US Gold
NEW	Ghosts and Goblins	Elite
4	Kikstart	Mastertronic
5	Formula One Simulator	Mastertronic
6	Thrust	Firebird
NEW	Biggles	Mirrorsoft
NEW	Way of the Tiger	Gremlin
NEW	Ninja Master	Firebird
10	Commando	Elite

C16

GALLUP

1	Kik Start	Mastertronic
NEW	Street Olympics	Mastertronic
NEW	Fingers Malone	Mastertronic
4	Hektik	Mastertronic
5	Return of Rockman	Mastertronic
6	Bandits at Zero	Mastertronic
7	Mr Puniverse	Mastertronic
NEW	Shark	Firebird
NEW	Runner	Firebird
10	Formula One Simulator	Mastertronic

Chicago on the line, telex from Bahrain coming in, the presses are rolling and you're still holding the front page for the earthquake story. It's tough in the newspaper business. But you can forget Fleet St with Ariolasoft's *The Newsroom* – create and print a newspaper with your a Commodore 64.

news

The Newsroom reviewed



The Newsroom loads in six sections, represen-ting the way a real newspaper works.

The Newsroom is a unique package for the Commodore 64/128. In a nutshell, it lets you create a newspaper, magazine or what you will, page by page. You design the banner, make the pictures, write the text and headlines and, miracle of miracles, the printer runs out a whole page at a time. It's all very impressive. Makes you wonder why Eddie Shah didn't buy a Commodore 64.

The obvious snags are that you need both a disk drive (this package is not available on cassette), a printer and £34.95. The price probably reflects its American origins. Springboard Software programmed it — Ariolasoft are merely distributing it in the UK.

The Newsroom is one of those easy to use menu and icon-driven programs, joystick or keyboard driven — you hardly need look at the instructions. The software consists of six sections that imitate the stages of newspaper production. There's also a two-sided Clip Art disk that contains hundreds of graphics for use in your 'photos'. Here's what the six sections do:





The Banner

You've got to have a banner for your paper or mag, like 'The Daily Scorcher' or 'Barry's BMX Bulletin' — here's where you do it. You have a choice of three large type fonts and two small ones and you can use any of the Clip Art graphics in whole or part. Arrange your text and artwork anywhere in the on-screen banner panel, give your creation a name and save it on disk. You could even build up a stock of different ones.

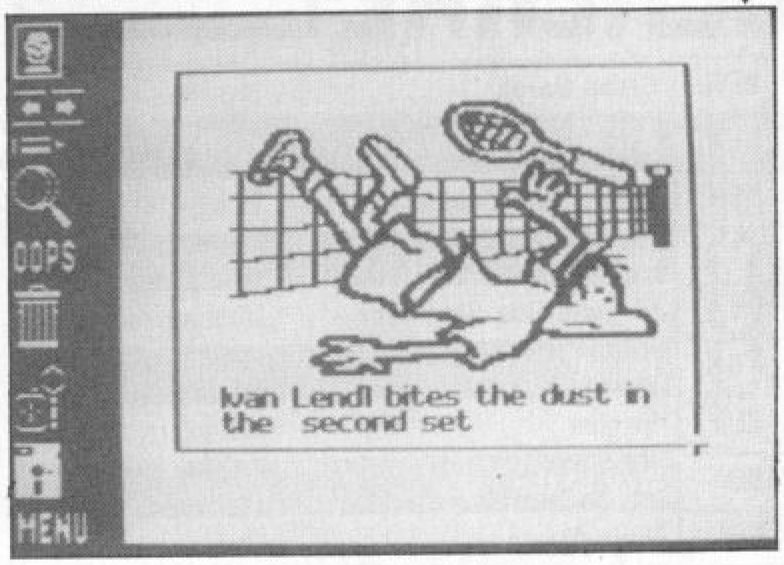
The Photo Lab

Create your illustrations here using Clip Art graphics. Use them as a basis for your own illustration or start from scratch using a joystick and the drawing software. The usual facilities include box, line, circle, various line sizes and a set of fill patterns. When you're happy, select the 'camera' icon, take your shot and save it off to disk for future use.

The Copy Desk

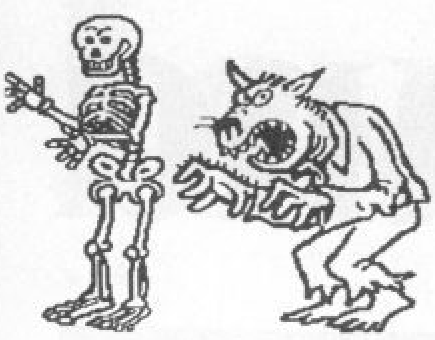
Here's where you start writing that scoop story. This section acts just like a normal wordprocessor, but it's all done in panels. So depending on what page size you choose, you have either six, eight or ten text panels to fill. Three headline fonts are available as well as two text fonts. If you want a picture in a particular panel, call it up first from your disk and position it where you want in the panel. Your text will then automatically run round it.

Take your photo, caption it, and save to disk for use in the Copydesk section.



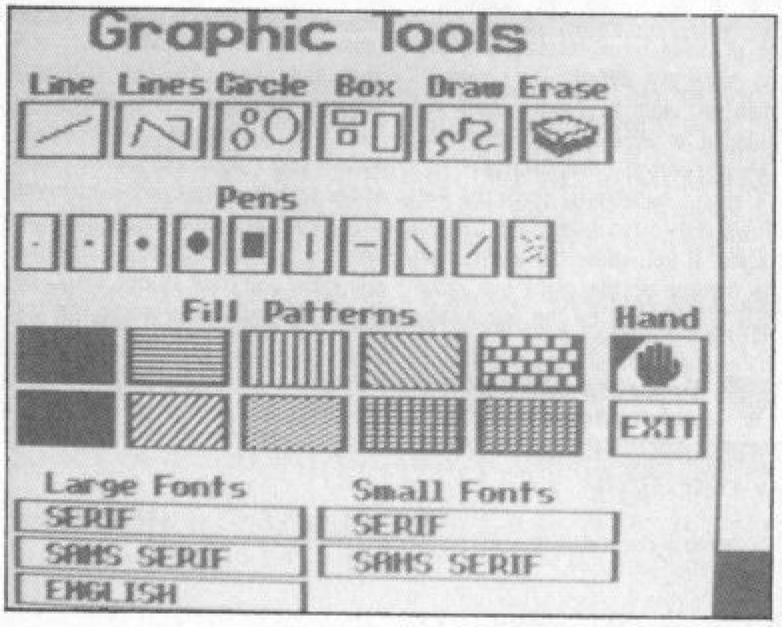
flash

by Bohdan Buciak



Layout

Here's where you decide how your page will look. You've already written and saved off your text panels (complete with any illustrations). The page size you've chosen appears on the screen divided into its panels. Simply arrange your page by inserting panel names into the appropriate spaces on the on-screen page. Then you can save the whole page off to disk.



Choose from a range of fonts and drawing utilities.

The Press

Print out the whole page, or any panel, banner or picture individually (so you can see what they look like before going any further). Will your printer work? A huge range of printers and interfaces are supported. Apart from the Commodore MPS 801 and 803, The Newsroom works with the Epson, Star, Okidata, Riteman and a whole lot more. Interfaces catered for are Xetec, Tymac, Grappler and the Cardco range.

Wireservice

If you've got a modem, you can receive or send complete pages, pics and panels over the phone (at 300 baud). Admittedly I didn't try this, but it's probably the least useful part of the package.

On the Streets

So how does it all work out in practise? There's no doubt that you get spectacular results with The Newsroom. The facilities offered in terms of text fonts and illustrations and their flexibility gives you lots of scope to make your work look lively and interesting — you'll be proud of your efforts when the press starts rolling.

My main criticism is that alterations can't be made easily. You have to get the particular panel off disk, into the Copydesk or Photo section, alter the text or pic, save it back under a new name, go to Layout and substitute the panel and then print it out. See what I mean?

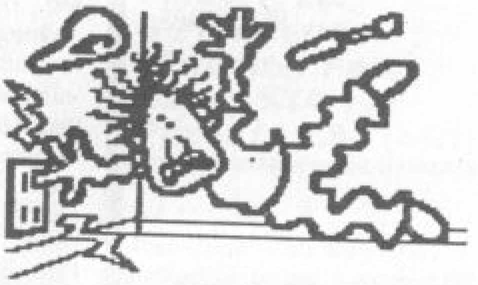
And since The Newsroom is a modular program, there's lots of entering and leaving of sections to do, each one involving lengthy disk access — and as we know the 1541 is oh so slow.



A completed panel incorporating the headline, the story and a photo.

You're constantly swopping disks too, especially if you use a separate disk for banners, panels and pictures (the consolation is that Newsroom is remarkably forgiving when you insert the wrong disk). When you finally get to print your page out, you'll find it takes around four minutes — yawn.

The Newsroom is a remarkably good package and a brilliant piece of programming. It's easy to use and gives spectacular results – there's simply nothing else like it around for the 64/128. But you'll need to spend lots of time with it.



- **The Newsroom**
  Commodore 64/128
- **Ariolasoft**
- **Tel: 01-836 3411**
- **Price: £39.95 (disk only)**



A finished front page, takes ages to print but it's worth it.

Tried and Tested

by Fred Reid • **SCRIPT PLUS**

Who says you can't do useful things with the C16 and Plus/4? All you need is some decent software, like a wordprocessor, to get you writing your next bestseller. So you'll be delighted that Script Plus is now available – and it works with both machines.

Script Plus is a cartridge-based wordprocessor which Commodore asked Precision Software to write specifically for the 16 and Plus/4. It looks and feels very much like Easyscript, which Precision wrote for the 64. Apparently, Commodore hasn't done much with Script Plus – which is funny because 16 and Plus/4 owners have been crying out for a decent wordprocessor. So Precision are selling it themselves, through their subsidiary, Parasoft, at £19.95.

For the money, you're getting features you'd expect from more professional programs, such as: search and replace, headers, footers, mailmerge, a calculator and a HELP function.

The Script Plus cartridge plugs into the C16 and Plus/4's expansion slot, and within seconds of power-up, you're ready to go. You will, of course, need a suitable printer and interface, and a cassette or disk drive. Script Plus works with both, unlike the wordprocessor built into the Plus/4.

At this point you will need to tell Script Plus about your printer and disk drive. Script Plus offers you a choice of five printer groups covering Commodore, Epson and Diablo compatible machines, so you are unlikely to have problems in that department.

You also get to choose the width of your text screen, anything from 40 to 240 columns. You still only see 40 columns on the screen at any time, but when set for 80 columns, you can scroll your 'window' across and down, to see the whole page.

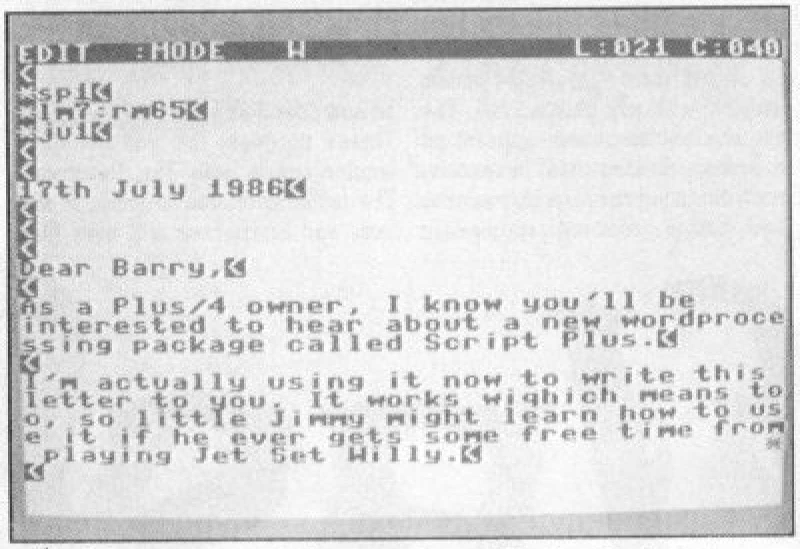
Script/Plus comes as an easy to use plug-in cartridge



Using Script Plus

Just like Easy Script, the top line of the screen is called the command line and tells you what Script Plus is doing, where the cursor is and displays error messages. The remaining 24 lines are for your text.

Script Plus makes full use of the machine's excellent screen editor. Using the cursor keys will get you around your document and the insert and delete keys will help you correct errors and erase small chunks of text. Script Plus automatically wraps the text, making sure that words are not split over two lines, but you can turn this facility off at any time. The 'W' on the command line tells you when Script Plus is wordwrapping.



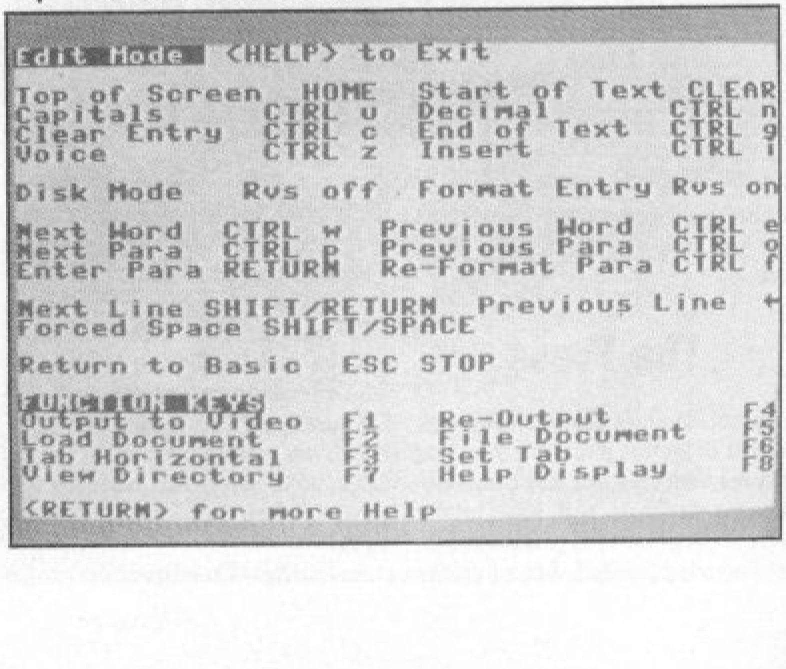
Reverse asterisks are placed in front of text formatting instructions (top left of screen).

Insert mode is similarly indicated, and when turned on it automatically moves the text to the right of the cursor to make room for the character you have just typed. This is useful when you want to insert a word in a sentence, or even a whole sentence.

Moving around a long document with the cursor is tedious, so Script Plus allows you to zap from place to place quickly. If you know the approximate line number of the place you want, 'ESG G' followed by the line number will take you straight there. If you can remember an odd word that you used in a particular place, Script Plus will search through the text until it finds that word. Moving backwards and forwards through the text can be done by jumping to the next or last screenful, particularly useful for reading through your document prior to printing.

Lastly, 'panning' will scroll automatically across the whole width of the text, pausing every 40 columns. A touch of the spacebar will pause the scrolling, and a touch of the Stop key will leave you back in edit mode. But the scrolling is rather too fast to read

Pressing HELP gives you a set of easy reference screens.



tested

– I would have prefered a slightly slower scroll.

Manipulating blocks of text (known in the trade as 'cut and paste') within your document is easy. First, though, you will need to define the block. ESC R lets you mark the block with the cursor. Now that's out of the way, you can insert the block in another part of the document. Alternatively you can erase the block (be careful here) or copy it at another place.

Disk or Tape

Although Script Plus caters mainly for the disc user, cassette users are not left out. You can select either disc or tape from the set-up menu which you can get back to at any time. Loading and saving files is pretty straightforward, filenames can be up to 16 characters long and of any convention you choose.

Other essential disc commands for scratching and renaming files can be accessed while in DOS mode and you can also format, initialise and validate a disc, absolutely essential.

Script Plus has the ability to handle numbers and columns of figures as well as text, so your financial reports will always look neat and tidy. You can also call up the full memory calculator function to do calculations on the figures in the text.

If you wish to send out a lot of copies of your document, you might want to set up a database of names and addresses for inclusion at the top of each letter, or for printing address labels. This is all catered for by the mail-merge function.

Print it out

Output can be either to printer or screen. The latter allows you to view the text as it will appear on the printer, bereft of all those reversed asterisks and paragraph markers. When printing, you can select a range of pages to print, or just a single page.

Script Plus allows you to embed printer commands in the text, so (providing your printer has the capability) you can change fonts, embolden and enlarge areas of text. A reversed-out asterisk is used to indicate that the following character is a printer command. Additionally, you can use the reverse asterisk to set margins, page length etc, as well as justification and centering.

The manual is large, very comprehensive and is split into two sections. The first is a tutorial designed to familiarise you with things speedily and without fuss, while the second section is a very handy quick-reference guide for use at any time. Alternatively, you can call up an off-screen Help page, at the touch of the appropriate function key.

Parasoft is so confident that Script Plus will sell well, it's running a 'Win an Amiga' competition for anyone buying the program.

Conclusions

I can't find much to complain about in Script Plus and a lot to commend. Maybe the printer options could have been wider, maybe you should be able to change the screen and text colour.

Overall, though, Script Plus contains the features you'd expect to find on any self-respecting wordprocessor. It's easy to use, has a good manual and a very useful Help screen. Moreover, it's cartridge based so you're up and running in no time. You won't find a better wordprocessor for the 16 and Plus/4.

Fred Reid

- **Script Plus wordprocessor C16 and Plus/4**
- **Parasoft Ltd**
  6 Park Terrace
  Worcester Park
  Surrey KT4 7J2
- **Price: £19.95 (cart)**

TURBO ROM 64

There have been lots of attempted solutions to the speed problem presented by the 1541 disk drive. The most common are 'turbo cartridges', which tend to be expensive and bung up your expansion port. *Turbo-Rom* is one of the new breed of 64 add-ons: it actually replaces the kernal chip in your 64 and 128 to provide faster loading and saving on disk and simplified DOS commands. In fact, it claims to increase speeds by up to six times.

Installing Turbo-Rom

But before you can take advantage of those extra facilities, you'll have to roll up your sleeves and perform a minor operation on your 64. For most of you, installation won't present a problem (all you'll need is a screwdriver), but some older models will need the attention of a service engineer.

Allow me to explain. To fit Turbo-Rom, you will need to remove the existing kernal rom chip from it's socket, and replace it with the Turbo-Rom chip. On some older 64s, the kernal chip is actually soldered in place, and you will need to get a socket fitted before you can install Turbo-Rom (estimated cost £5 to £20). Tackle this task yourself, and you could do a lot of damage.

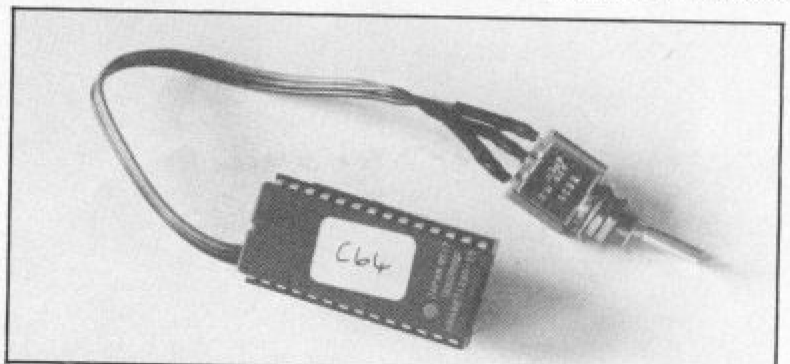
Finally, you will need to drill a small hole in the case to take the switch, although you could leave it hanging out of the back if you don't fancy voiding your guarantee . . .

In Use

Turbo-Rom really does live up to expectations. The speed comparisons published in the manual are accurate, and I couldn't find any software that refused to load (although one or two didn't load any faster). If you do come across something that objects to Turbo-Rom's presence, flip the switch, power up again and Turbo-Rom disappears completely leaving your 64 as nature intended.

With Turbo-Rom active, you'll find your disc drive a lot easier to talk to. Aside from the familiar DOS commands (preceded by a '@'), Turbo-Rom introduces three new Basic commands. ZAP effectively does a cold start, the same as typing SYS64738. If you flip the switch while the cold start is happening (you'll notice the screen shrink slightly), Turbo-Rom will vanish. OLD will retrieve a Basic program accidentaly NEWed, or after a cold start, and MON will pass program control to a monitor program.

There's also an added extra: pressing F7 will produce a low-res screen dump to a suitably connected printer, and typing '@p' does the same as typing OPEN4,4:CMD4.



Turbo-ROM replaces your 64's kernal

I found Turbo-Rom easy to install and effective to use. I would have liked to have had abbreviated Load and Save commands, but the inclusion of the extra Basic keywords adequately compensates for this. The manual describes the installation procedure in simple, illustrated steps, and the chatty line continues while describing in detail the extra commands and facilities. Nice one, Cockroach!

Fred Reid

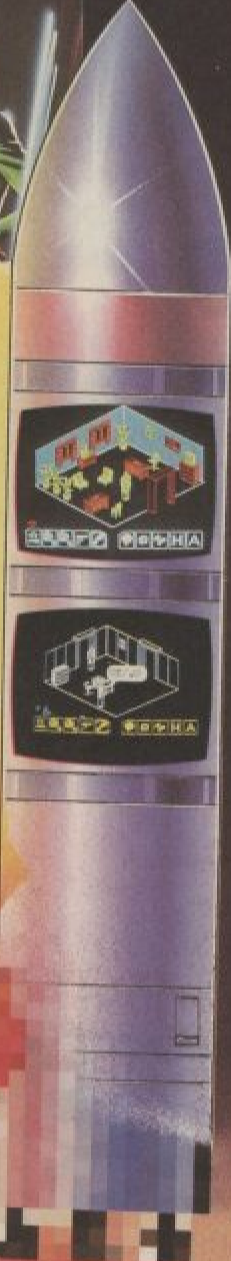
- **Turbo-Rom**
- **Commodore 64/128**
- **Cockroach Software**
  Tel: 0633 4404354
- **Price £19.99**

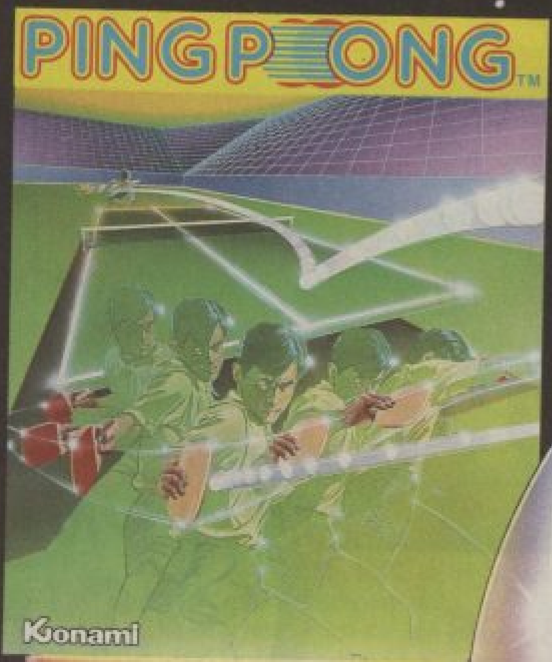
HOT SHOTS AND



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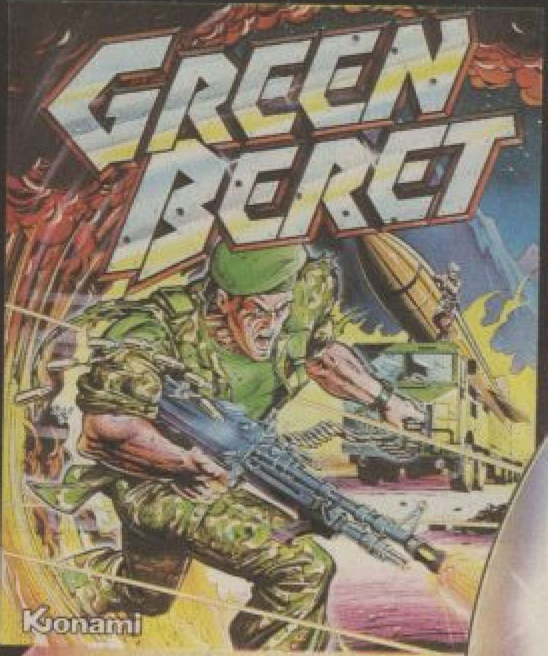




Play head to head or against the computer in this, Konami's first and best table tennis simulation. Just like the arcade original the 3D graphics and playing features such as the Back-Spin, Forehand Smash, Top-Spin, Back-Hand Return and many more all help to test your lightning reflexes and skill of touch and timing.

SPECTRUM
£7.95
COMMODORE 64
£8.95
AMSTRAD





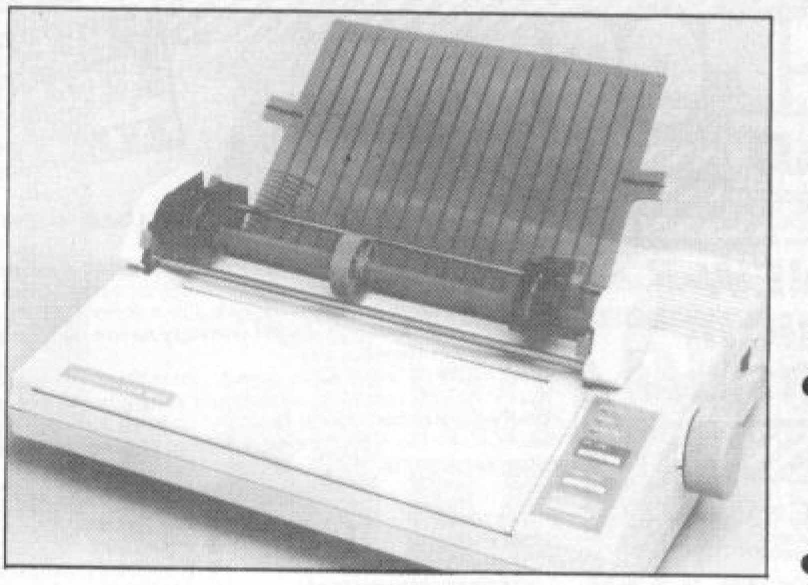
Play Green Beret and you'll get some idea of what this crack commando core is all about. You are a highly trained combat machine, you fear no man. You must succeed against immeasurable odds to infiltrate all four enemy strategic defence installations. You are a marked man . . . will your enemy feel your mark!

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R IMAGINATION!

Screen shots taken from various computer formats



Printer Power

by Bohdan Buciak

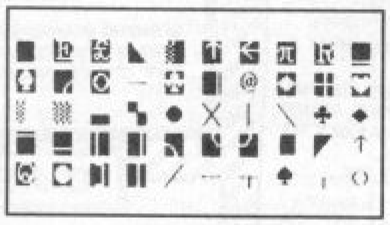
With sleek and upmarket machines like the 128, the Commodore PCs and the Amiga, Commodore can no longer afford to produce grotty printers. So they've come up with the MPS 1000, a fast, sophisticated printer that should attract the more serious user.

Commodore may be good at producing computers but their reputation for printers has always been pretty dismal. That's all set to change with the new MPS 1000, a dot-matrix printer that speeds along at 100 characters per second, has a Near Letter Quality mode and features both Commodore and Centronics interfaces. And you get the lot for the reasonable sum of £287 (including VAT).

But this isn't really a Commodore printer at all. In fact, it's an Epson LX80 with a few modifications and a 'Commodore' badge stuck on.

Good Looks

The MPS 1000 has been designed to integrate with the 128, the Commodore PCs and the Amiga. It's creamy in colour, sleek and feels robust. A detachable tractor-feed comes as standard and so do two in-



terfaces located at the back, the serial one for the 64/128 and the Centronics for the PC and Amiga (both have built-in Centronics interfaces). The obvious advantage here is that you can use the MPS 1000 with just about any computer on the market.

Although slim, it's a fairly large machine and there's no way of stacking paper underneath it unless you buy a stand. There's a paper guide for feeding paper from the back and a plastic lid that covers the printhead and ribbon. This, supposedly, dampens its screeching sound but, as with most Epsons, you'll have to grit your teeth and bear it.

The MPS 1000 design is at least one year old, and it shows. On the front panel you get the usual switches for on-line, form feed and line feed but there are no switches for changing from draft to NLQ or for changing character pitch. Instead, you're lumbered with a set of DIP switches located on the back panel. Manufacturers like Star and Citizen let you set these printing options easily from the front. Why can't Commodore (sorry Epson)?

Print modes

The MPS 1000 works in two modes – Commodore and IBM – which are also set by the rear-end DIP switches. In Commodore mode, the MPS 1000 does all the things a Commodore printer can (and can't) do. It prints the complete character set, prints reverse text, but it won't let you underline or emphasise text.

Only in IBM mode do you get these facilities, together with a choice of three pitches: pica, elite and compressed. So to use them say, with your wordprocessor, you'd have to output from the user port to the printer's Centronics interface.

The DIP switches also set the two print modes. Draft mode lets you print bi-directionally at 100 characters per second. That's very fast by Commodore standards but, unfortunately, not as fast as some other printers which claim the same speed.

The reason for this is the MPS 1000's sluggishness when it comes to line feeds. No matter how fast the printhead travels it's still held up a little whilst the printer advances the paper to the next line. Despite that, print quality in this mode is good and up to Epson's usual standards.

NLQ mode is much slower, a claimed 20 characters per second, because the printhead travels back across the line, effectively printing it twice. But NLQ is the MPS 1000's best feature: it produces solid and stylish characters that should impress anyone looking for good quality print.

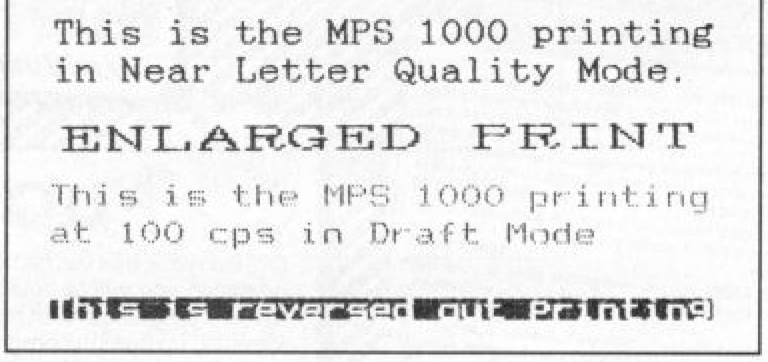
NLQ mode is also pretty essential if you want to produce listings that include Commodore graphic characters. In draft mode they look pretty dismal, but NLQ brings them out sharp and well-defined.

The manual is chunky and very good, and is split into clearly defined sections for Commodore and IBM modes. It gives the usual list of Escape codes and examples, in Basic, on how to use them. There's also a wealth of technical information for those of you who need to know about esoterica like data transfer sequences (beats me).

Conclusions

The MPS 1000 is a surprisingly good printer by Commodore standards and a worthy companion to the 64/128, PC and Amiga. It's solidly built and looks as though it could chug away happily for a long, long time.

My only gripe is that setting modes and other facilities is still being done with nasty DIP switches. There's no longer any excuse for this. Also, with Commodore and IBM modes to choose from, it takes some finding out what can and can't be done with them and in which mode your software will feel happiest. Still, with a choice of interface and a little experimenting, you should be able to do what you want.



- **MPS 1000 printer**
- **Commodore Business Machines**
  Tel: 0536 205555
- **Price: £287 (inc VAT)**

U.S HOTLINE

Chicago Show-time

Dan Gutman reports

Dan is not one to miss an event as spectacular as the Consumer Electronics Show. He flew down to Chicago to check it out exclusively for Commodore User, picking the most interesting and unusual exhibits, including Commodore's new 64C, on display for the first time.

At the June Consumer Electronics Show in Chicago, over 1,000 companies showed off new products that filled an area of no less than 28 football fields — makes your feet sore just thinking about it. Surprisingly, a large number of them are computer games, a category many people in the U.S. thought was dead. Here are some of the software companies working on things that caught my eye . . .

• **Accolade:** unveiled *Ace of Aces,* a year-old spinoff of Activision. It's a World War II combat simulation. They are also working on *Deceptor,* a program based on superheroes called the 'Transformers'.

• **Activision:** New titles included *Hacker II, The Doomsday Papers,* and *Shanghai* (a puzzle game derived from Mah Jongg). Activision has acquired the rights to the movies, Labyrinthe, Howard The Duck, and Aliens.

• **Avalon Hill:** Have you ever heard of sex therapist Dr. Ruth Westheimer? Well even if you haven't, here comes *Dr. Ruth's Game of Good Sex* on computer.

• **Bantam:** Mickey, Minni, Donald and Goofy go interactive with *Walt Disney Comic Strip Maker* and *Walt Disney Card & Party Shop.* You can create your own comics, stationery, and greeting cards showing all the popular Disney characters. Over 100 graphics are included ($35).

• **BCI Software:** Shoot subliminal messages to your brain while you work at the computer. The first titles in their "Mind Over Matter" series are *Lose Weight, Stop Smoking, Conquer Stress,* and *Be Successful* — probably not all at the same time.

• **Broderbund:** maker of Print Shop (reviewed last month) now have *The Toy Shop* which lets you customize paper mechanical toys on your computer and print them out. Included are designs for a balloon-powered jet dragster, catapult, sundial and 17 others.

• **Commodore:** you've all heard the Commodore 64 now has a cousin, the Commodore 64C. The new machine ($200) is fully compatible and includes telecommunications software, a word processor, paint program, and GEOS, a screen environment that makes the 64 act like a Macintosh.

• **Datasoft:** *Crosscheck* is a new crossword game for up to four players. The object is to build a continuous word chain from the centre of the board out to your "home" base ($40). Also released: *221B Baker St.,* a Sherlock Holmes murder mystery.

• **Electronic Arts:** Now you can throw your own murder in your home. *Murder Party* will plan the murder and print out invitations, clues, and instructions for up to seven detective friends. Other new releases: *Chessmaster 2000, Amnesia.*

• **Epyx:** If you liked *Summer Games* and *Winter Games* (you can bet I did), here comes *World Games.* Eight more events, from log rolling to cliff diving. Other new titles: *Super Cycle, Championship Wrestling, World Karate Championship* (System 3's *International Karate*) and *The Movie Monster Game* (starring Godzilla).

• **First Star:** Mad Magazine Spy vs Spy returns with *Spy vs Spy III, Artic Antics.* First Star will also be coming out with *Comic Strip Maker* and *Boulderdash Construction Set.*

• **Gessler:** You can word process in French, Spanish, German, Italian, Greek, Hebrew, Russian or English with *Alexander* ($245). Gessler also introduced *Passport, Prompt* and *Question Master,* programs that help teachers prepare their foreign language lessons. Ees goot, no?

• **Infocom:** Now a subsidiary of Activision, breaks tradition with *Leather Goddesses of Phobos,* their first interactive comedy novel. The program includes three "naughtiness levels" and six scratch 'n sniff cards. Also announed was *Moonmist,* a gothic adventure by Stu Galley.

• **Mindscape:** Computer games leap into the next generation with "Cinemaware", four programs for Amiga, Atari ST, and Macintosh only. They simulate movies, with panning shots, tilts, closeups, and overall incredible graphics. Another terrific Mindscape release is *Comic Works.* Users can create professional quality comics and storyboards.

• **Sharedata:** Perhaps the oddest product at the show was "Z-Glove", a cotton glove with sensors in it that manipulate objects on the screen. So you can conduct an orchestra or play "air guitar," and actually manipulate the computer music. It's made for lefties and righties.

• **Simon & Schuster:** Cheers! *Hugh Johnson's Wine Cellar* contains 1,000 wines and helps you select the perfect wine for the perfect meal. It also organizes your personal wine collection and tells you the optimum drinking years for various wines.

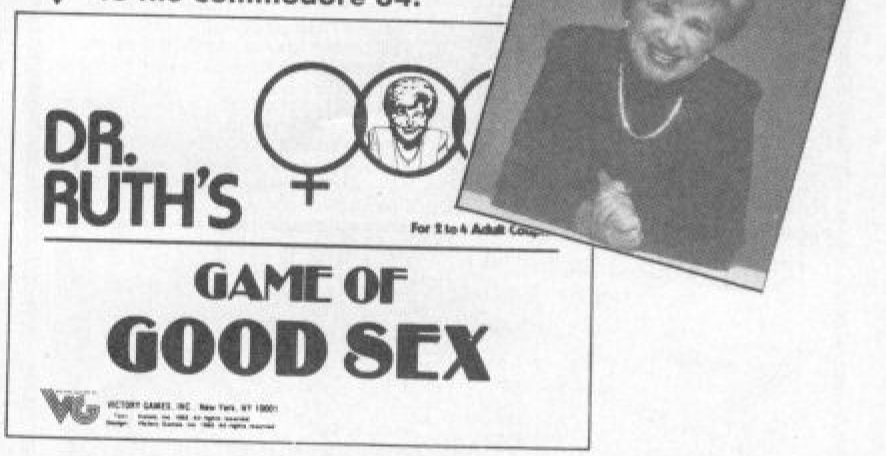
• **Spinnaker:** *The Scoop* is a murder mystery based on an Agatha Christie story and written by a member of the London Detection Club.

• **Springboard:** Another great idea: *Certificate Maker.* This program helps you create and print any of 200 peronalized awards, diplomas, or licenses. You can make a "Community Service Award" for one person and a "Party Animal" diploma for another ($50).

• **Timeworks:** "Desk accessories" come to the Commodore 128. *Partner 128* puts your appointment on the screen for you. It comes on cartridge, so it doesn't eat up memory space.

Look for these to hit the market between this month and the end of the year. Or maybe the end of the decade. You can never tell in this industry. Who knows! Maybe one of these products will turn out to be the next electric light bulb or phonograph. Catch ya next time!

▼ **Sexpert Doctor Ruth takes to the Commodore 64.**





A MAGICAL EPIC JOURNEY BEYOND HUMAN IMAGINATION
Ultima IV
QUEST OF THE AVATAR
Prepare yourself for a grand adventure: Ultima IV,™ sixteen times larger than Ultima III,™ is a milestone in computer gaming. Lord British has produced a game to challenge, not only your physical and mental skills, but the true fabric of your character.
The evil triad of Mondain, Minax, and the hellspawn Exodus, have been vanquished and peace reigns throughout the lands of Britannia. Evil yet abounds but in isolated pockets and in the hearts of men. A new age awaits the coming of one who can conquer evil on all frontiers through the mastery of both magic and the use of force. Daemons, dragons, and long-dead wizards still plague the countryside and must be destroyed. The seeker on the path of the Avatar will face hostile groups composed of mixed enemy types and will survive such encounters only by strategic use of weapons and terrain. Earthly victories over seemingly impossible odds lead to the final conflict, where the ultimate challenge – the self – awaits....
★ HUNDREDS OF INDIVIDUALLY DESIGNED DUNGEON CHAMBERS
★ MULTIPLE RANGE WEAPONS
★ DOZENS OF COMBAT SCREENS
★ UNIFIED MAGIC SYSTEM OF UNMATCHED SUBTLETY
★ FULL CONVERSATIONS WITH HUNDREDS OF CHARACTERS
"Ultima IV is without a shadow of doubt the ultimate RP strategy game. Never has a game held my attention like this one does: it is a masterpiece of programming. If you only buy one game this year, make it this one." Popular Computing Weekly
"Ultima IV is a great challenge and will take many months to complete. For this reason I would recommend the game to avid adventurers." Zzap 64
U.S. GOLD
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX
"Quite simply, Ultima IV is the best role playing game I have seen for any computer. In terms of sheer size and playability, it is tremendous value for money. If you don't have a disk drive, go and sell something else and buy one. Then buy a copy of this amazing game." Computer Gamer
If the format appeals to you, then you won't be disappointed – it is the best of its genre I have come across." Commodore User
COMMODORE 64 DISK £19.95
Available soon Atari

INTO THE VALLEY



Go back in time with your sidekick Random.



This is how you start, in bed with both legs in plaster.

NINE PRINCES IN AMBER

Telarium
GrA
64/128
Price: £19.95/disk

by Keith Campbell

Based on the books 'Nine Princes in Amber', and 'The Guns of Avalon', by leading American science fiction author Roger Zelazy, this game from Telarium gives you the identity of Corwin. You awake to find yourself with both legs in plaster on a hospital bed; an orderly is about to give you your regular jab of morphine with his hypo.

Despite your records showing both your legs are broken, they seem in remarkably good shape when you manage to get the plaster off — someone has falsely imprisoned you here, and that someone, it seems, is Evelyn.

Your memory has failed, and returning home to the address shown on the chart is not easy. It is made difficult by the rather limited commands understood by this game. Described as a game of politics, negotiation, and alliances, perhaps too much emphasis has been put on words verbs like ALLY, ADMIT, DISAGREE, NOD, SHRUG, and not enough on a simple GO NORTH.

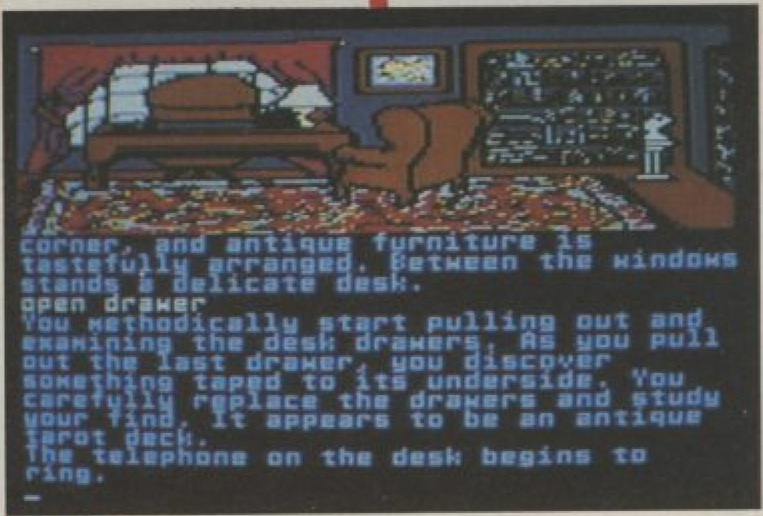
Leaving the hospital takes you to a street corner where you aimlessly wander about, in whatever direction you choose. You cannot hail a cab, nor find a subway. The answer, it eventually becomes apparent, is to travel by bus, but you must GET BUS rather than CATCH one, only then to be told ". . . YOU CATCH A BUS."

For much of the play, you are guided through long stretches of narrative, with many actions assumed from one simple command.

The politics and alliance bit comes when your memory starts to return, along the road at Evelyn's. She's really your sister, name of Flora, and she's sort of threatening you. Perhaps you should humour her? Soon, a brother contacts you, and before long you realise there are eight of you, all vying against one another, for the throne of Amber. And all the time, you seem powerless to do anything much except SMILE or SNARL, NEGOTIATE or PLACATE.

If you try to leave the room when the narrative doesn't want you, the text simply makes an excuse, and acts as if the command hadn't been entered. This is occasionally necessary in the best of scripts, to ensure you see an event, but in Amber, your freedom to manipulate events seems decidedly restricted.

Sudden death is awaiting all too frequently, and the characters are

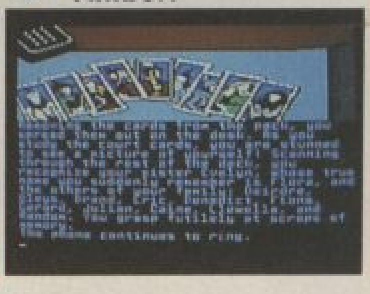


Rummaging in the desk you discover the Tarot cards . . .

It all gets confusing — Evelyn is actually your sister Flora.



. . . with the faces of the protagonists in Amber.





Nasty plans to overthrow Eric are afoot.



You pump Julian for inside information on Eric.

over-sensitive. A mere smile in the wrong direction is likely to bring you a quick stab in the back, from a third party who feels offended. It is metaphorically a stab in the back for the poor player, too, for he has to go through the painstakingly slow restart procedure, before he can begin to retrieve a saved game.

Well, I have mixed feelings about this one. I suspect it's trying to be just a bit too clever, with a claimed

Graphics	★★★★
Playability	★★
Puzzleability	★★★
Overall	★★★

Funny business in the clearing



40,000 different game variations, and 40 distinct endings. A couple of things are for certain. It's abysmally slow to respond, and often disappointing when it does.

It might be described as Interactive Fiction, but it ain't a patch on Infocom!



You find a book in the maze

THE STANDING STONES

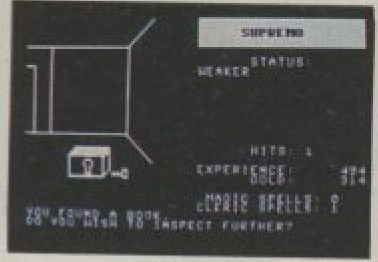
Telarium
GrA
64/128
Price: £14.95/disk

"Createth a new knight, or Getteth an old knight?" starts the menu for this dungeon-type game, after a spectacular ending to a musical, animated title sequence.

Playeth the Dungeon Master looked an attractive option, but it turned out to be merely a set of housekeeping tasks, to clean up a file of old knights, initialise a dungeon, and to generally purge the system. I entered my choice to go back to the main menu, and decided to createth my knight.

Virility, intellect, holiness, agility, and an attribute described as 'initial hits' were listed, and each had been assigned a value. I could selecteth the knight, or re-rolleth the die, until I came upon a combination that suiteth. High all round, seemed the obvious choice!

Having become a virile if somewhat sinful knight, with a great deal of agility, a promising combination, I thought, I entered the dungeon. With no experience, and



continued on p69.

NEWS

★ **Fergus McNeil** is signing up for Delta 4 to write The Colour Of Magic, based on the hilarious book by Terry Pratchett. Set on a disc shaped world, which is carried around on a turtle's back, the hero of the piece is Rincewind, an inept magician from the Hub. Given the task of escorting tourist Twoflower, resident of the Rim, Rincewind manages to keep him out of trouble more by luck than by judgement, with his eyes all the time on Twoflowers amazing walking luggage and its valuable contents.

Colour Of Magic will be published by Macmillan in the autumn — watch out for it on the Pirhana label in startling octarine.

★ **Master Of The Universe** is to become an instant adventure series. Due for simultaneous release in time for Christmas, four games will be budget priced, whilst the fifth will be a 'super' game, at around £10, says Mike Woodroffe, whose Adventure Soft is producing the series for US. Gold.

★ **Adventure Soft** are planning another Robin of Sherwood adventure, to follow on from Touchstones. The original license lapsed when Adventure International UK shut up shop, but has now been renegotiated.

VALLEY HELPLINE

This is where you get the help needed to get you started, solve a sticky mid-way problem, or reach that elusive goal of all adventures: "Congratulations! You have completed the adventure."

The nature of monthly magazine production schedules means that we have no Helpline letters to get things going, yet.

So let me take the opportunity whilst space permits, of introducing our own Commodore User Helpline team. We've got two expert and dedicated adventurers lined up to help with answering your problems. Already known to CU readers for their excellent tips on arcade strategy, Adrian Bott and Daniel Gilbert are looking forward to their involvement with The Valley. Adventures are their true love in the world of computer gaming, and what they cut their teeth on.

Adrian, 18, won't be eating juciy dragon steaks after he's slayed the beasts. A vegetarian, he is just through his 'A' levels and awaiting results. He intends to take a 'year out' before going on to University.

Daniel, a school friend of Adrian's, is 17, and studying Maths, Physics and Chemistry for 'A' level. While having a session with The Pawn on our stand at the Commodore Show recently, he was described by Anita Sinclair as 'the best adventure player I have ever seen'.

Both natives ofthe village of Heathfield in East Sussex, Daniel and Adrian can't wait to get at your problems — and prove their adventuring prowess!

Another character you will meet from time to time in the Valley, is Andy Moss, an inveterate sandwich eater. Andy will be bringing you some in-depth reviews, and probing into the latest events on the adventure scene.

CAMPBELL'S COMMENT

"I want to buy a computer, and I don't know which to choose," is a question often put to me. People get steered in my direction, and they are difficult to avoid. "He knows a bit about micros. Go and ask him!"

The first question I always ask is: "Why do you want a computer?" That's a question to which very few people will give a direct answer. They will shuffle their weight nervously from one foot to another, not liking to say "I don't really know," embarrassed, perhaps, to admit they want it to play games, not sure if "Education," or "Computer literacy," sounds genuine.

To be fair, when I bought my first TRS-80 back in 1980, for a staggering £560, I hadn't a clue, either, as to what on earth I would do with the thing when I got it home. I just wanted one!

The next question is: "How much do you want to spend?" An easier one this. To a man, the answer is always "as little as possible."

Of course, someone about to embark upon their first computer purchase, is unlikely to have heard of Adventure, let alone played and got hooked on it. But adventure playing alone is reason enough, combining as it does, wonderful entertainment value with material to exercise the brain in logical thinking. If adventure playing is a consideration in the decision, then there is little doubt that Commodore machines give access to the widest range of software possible.

The 64 forms the basis of this judgement. Let's look at what's available. For the basic kit of 64 and C2N at around £180, pretty nearly all the major cassette based adventures are available: The Questprobe series, most of Scott Adam's originals, Brian Howarth's Mysterious Adventures, the whole Level 9 range, Adventure Soft's Fighting Fantasy series, Melbourne House classics, and Mosaic's Bookware, not to mention a whole collection of 'one offs' from a multitude of sources.

The 64 is a good starter kit for the adventurer, then. But, once hooked on the wealth of software on cassette, it is simplicity itself, and not prohibitively expensive, to add a disk drive. Simply buy one and plug it on — no hassle with taking your micro into a dealer to have a drive or ROM controller chip fitted internally.

With a drive hooked up, a whole new world opens up. Who could resist Infocom's Interactive Fiction with some 18 titles to choose from? There is the Telarium series, which has classics like *Rendezvous With Ram, Fahrenheit 451,* and *Amazon.*

There is a lot more adventure software from the States, available on disk, from companies like Activision and US Gold.

What other single micro can offer such a wealth of adventure games? If the 64 has been strongest on the adventure front for a couple of years, then we need not look much further to decide which is today's best buy.

There can only be one choice — the 128. Not only is there a 64 lurking inside each one, ready to run the wealth of existing software — new adventures are now beginning to appear for the 128 in 128 mode. Infocom's Interactive Fiction Plus system produces games requiring a minimum memory of 128K to run — and the 128 is the lowest priced machine around that will accept this new format. Rainbird have come up with a separate 128 version for The Pawn, and future Magnetic Scrolls titles promise to be big attractions.

"What computer shall I buy?" If it's Adventure you are after, make it a 128!

Address your adventure clues and problems to me at Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Mark your envelope with COMMODORE USER, so that the clue you need gets printed in the appropriate magazine!

● ● ● ● ● ●CLUES● ● ● ● ● ●

TRINITY:
Become a nanny's boy to sail across the grass.

MORDON'S QUEST:
The coolness of a smoke will impress those in high places.

WISHBRINGER:
If everything's fuzzy and stocks have run out, perhaps someone has left a pair behind . . .

HULK:
Do just what your doctor has told you, when in need of extra rage.

ZORK 2:
When you find a bat, you're already on the pitch. Move as if you're playing the game!

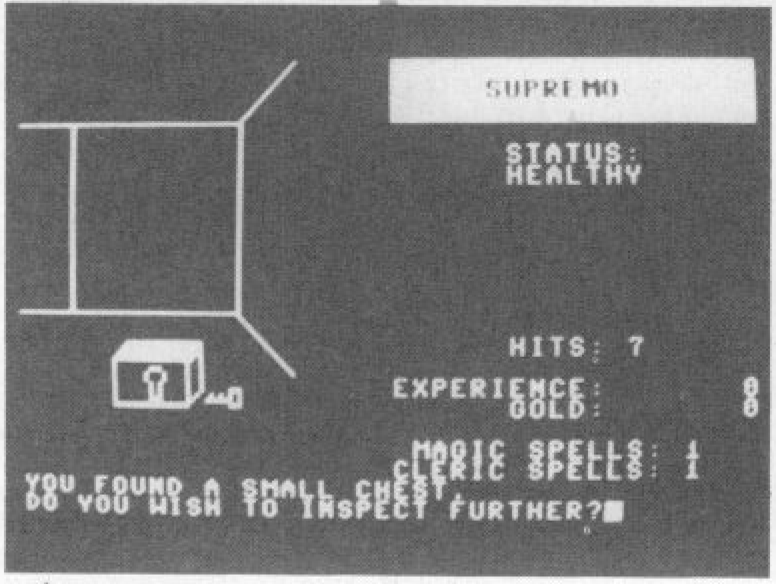
GREMLINS:
If you can't drive, then a spot of welding will make sure no-one else can!

INTO THE VALLEY

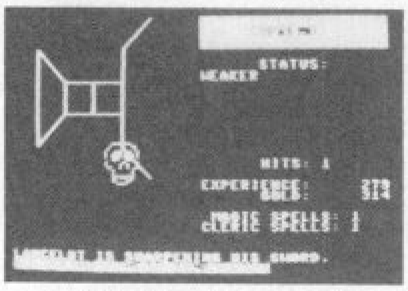
continued from p.69

no gold, I found myself carrying one magic spell, and one cleric spell.

My objective was to recover the treasure and retrieve the grail, slaying monsters as necessary, from the



Open the chest and risk being blown to smithereeens.



Slay the monster with your sword.

dungeon. This consisted of a typical maze, rather after the style of the Asylum maze (see Into the Valley, July 1986) with movement through it achieved in a similar way. The dungeon/maze is shown on the left of the screen, whilst status and attributes appeared on the right, and messages at the bottom. Action is in real-time, however, and events can overtake you if you dawdle between moves.

Moving forward by pressing the I key, I twisted and turned along the dimly lit passages of the maze. Soon I was challenged to a fight by a snarling elf and gaining experience of 283 points, I ventured further to find a chest full of 12042 gold pieces.

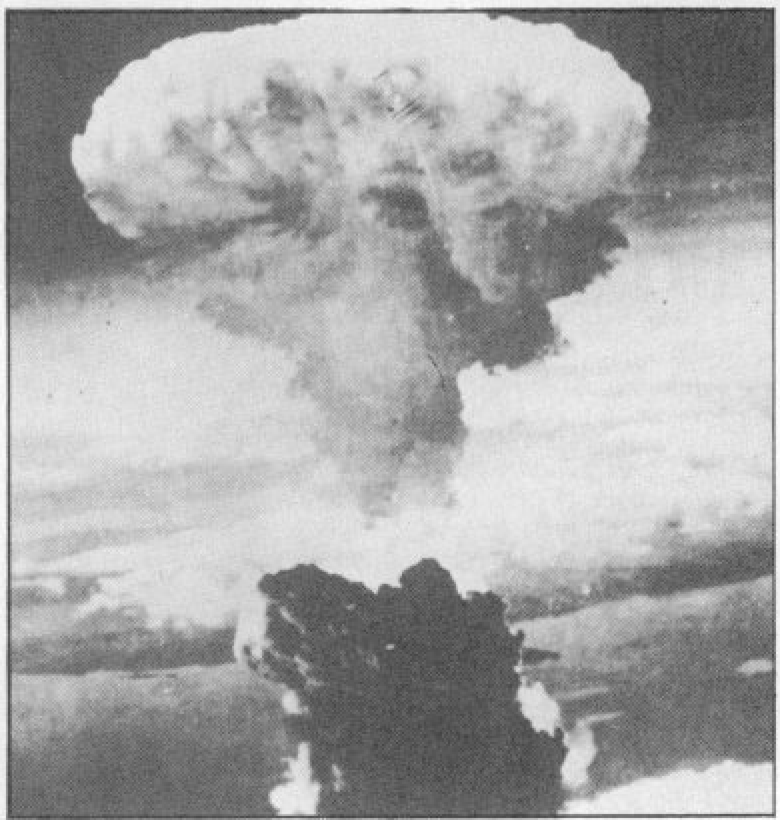
When a chest or a book appears, the player is given the option of opening it, opening it carefully, or leaving it. The choices seemed rather redundant, really. Of course a chest must be opened, and one would be foolish to do so without care. So imagine my annoyance when I was suddenly knocked out of the game with the message: You have been killed by an exploding chest!

That is mainly what this game seems to consist of: the constant and repeated appearance of treasure, and monsters who look alike, but have an impressive range of evil-sounding names, as you control your passage through the corridors. With equal suddenness to death, gold will appear, only to disappear and be credited to my account so quickly that I had barely a chance to see what was happening.

Becoming a little bored, I left the computer alone for a while. A snarling elf appeared, and soon started to multiply. Eventually a startling total of 16 had built up. Wearily I returned to the keyboard, convinced I was about to be slaughtered, and greeted them. "Nice to meet you Supremo. Here's a Pink Potion for you," they said, and vanished! For all the good my virility had done me, I suppose little harm can come from taking the Pink Potion. See you in the next dungeon, duckie!

Neither pure adventure, true maze, nor real D&D, this is a rather disappointing game, especially bearing in mind its price.

Graphics	★★★
Playability	★★★★
Puzzleability	★
Overall	★★



TRINITY

Activision/Infocom
TA
Amiga/128
Price: £34.99/disk

It's a sunny afternoon, and on the last day of your package tour of England, you stroll around Hyde Park and Kensington Gardens. Ducks and swans share the waters of the Round Pond with toy boats launched by small boys. You wander around under the shade of the trees. There is an air of quiet in a little clearing — a brass sundial attracts your attention, and you stroll over to have a closer look at the inscription on its base. Strange — there is something odd about it.

Out in the sunshine, Nannies (or most of them) are pushing their prams, a small boy is plugged into his personal stereo, intent on little else than the soapy bubbles he is blowing.

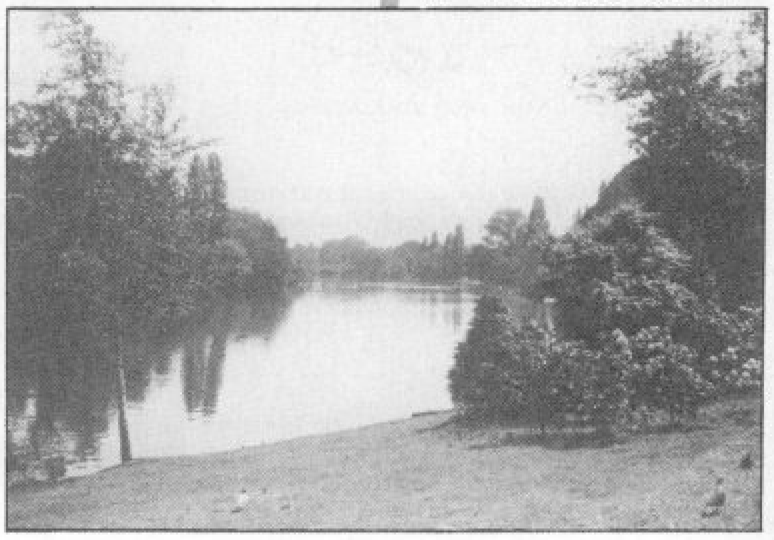
An occasional gust of wind disturbs the calm of the afternoon. You look at your watch, and suddenly everything clicks into place in your mind. You panic, running blindly towards Hyde Park.

Time freezes, and as if in slow motion, you look up to see the unimaginable, a nuclear missile, descending as if in slow motion, inexorably towards the park . . . Yes, it's the Big One. How will you escape its deadly embrace?

You suddenly realise you are in a fictional world, and wipe the sweat from your brow. If this is a story, then read on — the author will get you out OK. But wait a minute — this is interactive fiction. In a sense, YOU are the author, so what will you do? Switch off the computer, break the nightmare by taking a stroll in the park? The Park? No, you will have to live this one out, get yourself and the world out of this mess.

Before the blinding flash, and the inevitable mushroom cloud, you see

Idyllic Kensington Gardens belies the horrors to come.



ADVENTURE CHART

1	1	Kentilla	Mastertronic
2	NE	Alter Ego	Activision
3	2	Doomdark's Revenge	Beyond
4	4	Price of Magik	Level 9
5	5	Lord of The Rings	Melbourne House
6	3	Alternate Reality	Datasoft/US Gold
7	NE	Red Hawk	Melbourne House
8	10	Asylum	All American/US Gold
9	8	Very Big Cave Adventure	CRL
10	6	Bored of the Rings	Probe

the shimmering image of a mushroom. In its stem is an open door, and creatures of all sorts are pouring into it. You follow.

Through the mushroom door is a world of toadstools, a flat fantasy of dark, burnt-out images, a no-hope existence where dank odours and dark images depress the mind. In the cemetary you study the inscription on a grave — and realise it's your own.

Within the toadstool world are the gateways to all previous explosions of nuclear bombs. The means to find them, and enter them, is all locked into a puzzle involving the sundial you came across back in Kensington Gardens (remember), and a giant replica you discover in the fantasy world.

Thoroughly researched, this is the first game from Infocom to feature real places, accurately reproduced in Adventure format. These are the locations behind each of the doors. The fantasy world, however, is fictitious, and it is essential to drawn an accurate map before you can hope to use the advantage gained by solving the first major puzzle. When you achieve this, a voice intones: "The Gnomon Conquest", and the game starts to open up.

The puzzles are all very logical, and the Gnomon puzzle in particular is cleverly implemented. You know *what* you want to do, but it's the mechanism for doing it that calls for some hard thinking. Score is out of 100, and points are awarded for completing certain actions, and obtaining key objects.

Trinity is the game that author, Brian Moriarty, wanted to write when he first became an Infocom storyteller. He started out with something less ambitious and a whole lot funnier — *Wishbringer*. *Trinity* is an entirely different kind of game. Although not lacking in humour, which is handled lightly, Trinity is basically a serious and philosophical game.

Using the experience he gained writing *Wishbringer*, Brian went on to produce this truly complex work. Taken together, the two games represent a versatility in style that demonstrates the remarkable talents of the author.

Written in the Interactive Fiction Plus format, (the only other title in the range is *A Mind Forever Voyaging*) to play Trinity you must have a computer with a minimum of 128K of memory, so as far as Commodore machines are concerned, the 128 (in 128 mode) is the lowest in the range.



The game gets its title from the code-name for the world's first atomic test in the Nevada Desert. It is here, at Los Alamos, where you eventually find yourself, half an hour before the test is due to begin.

Graphics	**n/a**
Playability	★★★★★
Puzzleability	★★★★
Overall	★★★★★

INTO THE VALLEY

NEWS

★Two new titles along with Trinity, (reviewed here) were announced by Infocom at the Consumer Electronics Show in Chicago, in June.

Moonmist is a classic gothic mystery tale, set in a Cornish castle full of secret passages and ghosts. A treasure-oriented game, it is said to have more replay value than any previous Infocom games. The sex and favourite colour of the player is input at the start of the game, and the combination changes the puzzles, solutions, and endings. Written by Stu Galley, this is an introductory level game.

From the keyboard of Steve Meretsky comes Leather Goddesses of Phobos, a trash game in the worst possible taste, and classified as Standard Level. Based on a 1930's space opera scenario, Leather Goddesses features Barbarella and Octopussy, and can be played on any of three levels: Tame, Suggestive, or Lewd. Your potential reviewer is drolling over what level to go for when he gets his sticky paws on a copy . . . (Go on Ed. — let me review it on Lewd!)

★**Mosaic Publishing** has commissioned The Ram Jam Corporation to write a twin-game package based on Twice Shy, the novel by Dick Francis. One game will be an adventure, the other a gambling game. Although playable independently of each other, there will be clues in each to help in the other game, says Mosaic's Vicky Carne. Twice Shy is due in the autumn.

Play to WiN

***Tau Ceti* proved an instant hit with us when we saw it, so we put our top tipsters Daniel Gilbert and Adrian Bott onto the job of cracking it.**

GENERAL TIPS

Tau Ceti is a very simple game if you tackle it properly; the first priority is to play with 2 players if possible — one on joystick, the other on keyboard. This not only gives you an advantage in combat, but enables you to cover for each others' mistakes rather than dying repeatedly as you would if playing individually.

Secondly, save the game regularly — generally every time you feel you are 'getting somewhere'.

Using these techniques the game can be cracked in less than 10 hours work time — probably about 12 hours on the ship CPU.

PLAY TIPS

When flying through a city watch the horizon very carefully and learn what different objects look like as they enlarge in 3D. Usually, small dots in the distance are enemy ships which should be lasered. If a large number of ships are incoming then try to judge which are super-hunters (see Object Guide) and laser these, using missiles on the others. Do not 'spectate' (stay around and watch the missiles) — get on with killing supers; if you see the AMM message then just kill the others once you've finished the supers off.

If you find you are being tracked then start blasting the nearest hostile buildings — but you should do this anyway — as aliens tend to become rather more vicious once they know exactly where you are.

Don't bother using Infra-red or flares to illuminate your way, other than in desperate combat, simply land, wait 2 or 3 times (check status to see when morning has broken) and then take off again.

BUILDINGS

Don't get too close to buildings other than reactors and bases, as they will start to shoot you.

NEVER fire on groundspheres: they will start an attack known as 'hosepiping' — for the way the lasers go crazy — which will kill you very quickly ("Yee-hah just watch those shields go, boy").

ALWAYS destroy control towers on sight as these are capable of tracking missile and laser attacks.

Shoot at nearby tracking stations when the TRACKING alert is lit, but otherwise don't bother, as often there are too many to deal with.

Generally, feel free to blow away any building blocking your path, or which you would have to pass too close to, other than (obviously) a reactor or base. However, don't try to flatten cities as you will then have no landmarks by which to navigate.

Be careful when fighting in city centres not to hit reactors and bases as they will not let you in again. In the former case this tends to be fairly terminal, and this is DEFINITELY end-of-game if you hit the Central Reactor.

When leaving a building be careful not to turn around straight back into it, as can happen if you are ejected facing the opposite way to where you need to go, as you will leave at about half-speed and any collisions are slightly fatal.

SHOOTING

When blasting remember that height is a crucial factor:

1) For long-range shots at only-just-noticeable blobs of pixels, get as low as possible and only start shooting when the offending alien rises above the line of the horizon.

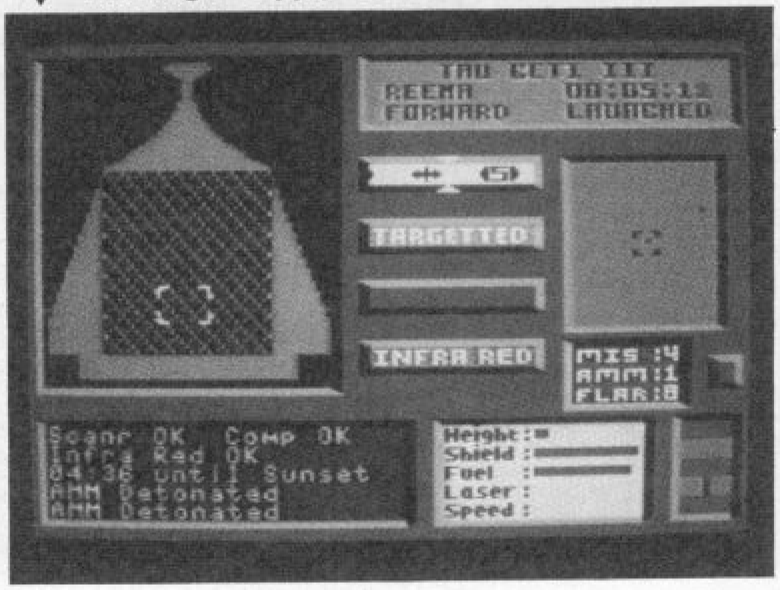
2) For Sandhoppers, increase to about 50% height to obtain maximum duration of shot.

3) For most types of saucer, elevate until you are shooting at its EXACT centre.

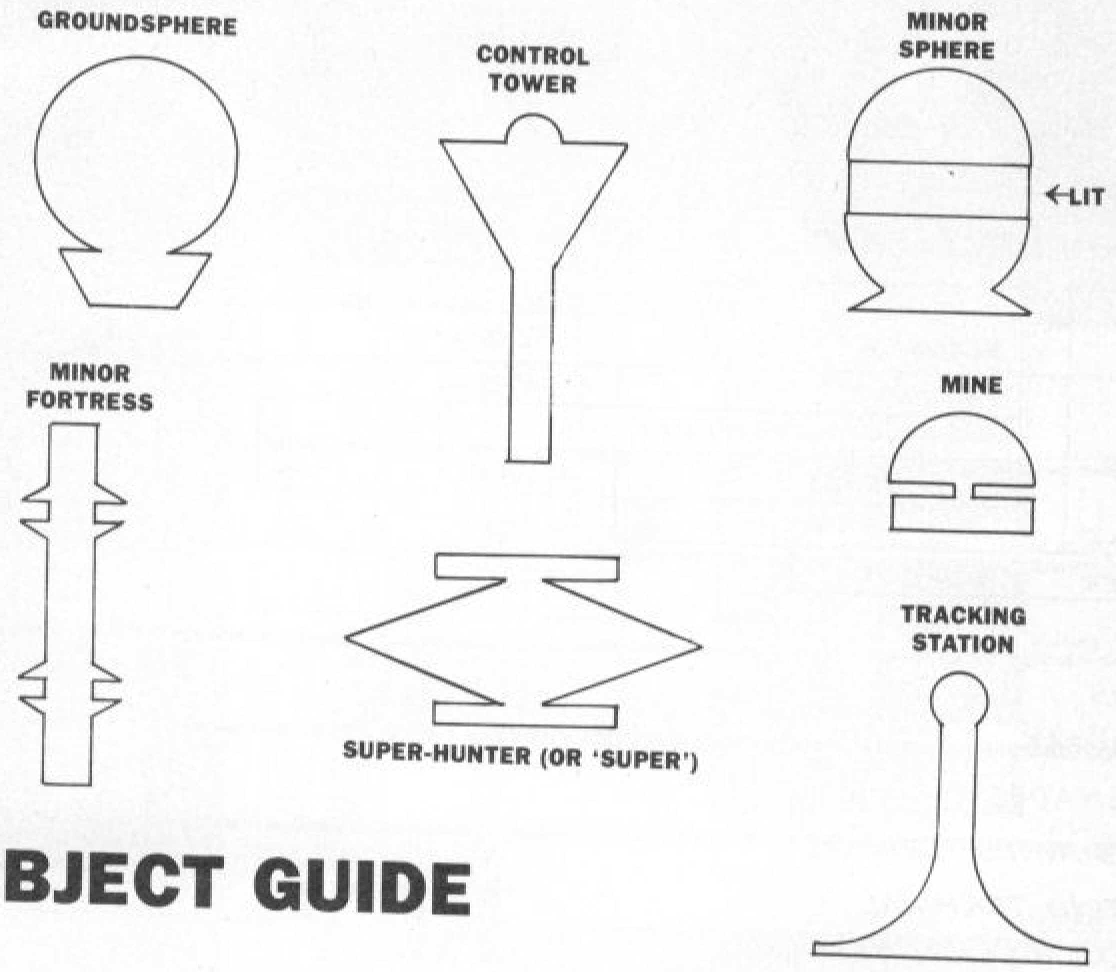
Use lasers in every situation other than in mass combat or close range. Missiles have a lower success rate than lasers against most targets.

As mentioned above, missiles are of use in mass combat when several may be sent to dispatch minor nasties while you concentrate on the supers. They should also be used at very short range when the enemy has no time to use AMM, but might ram you in

▼ **Entering a supply centre.**



TAU CETI



OBJECT GUIDE

the time it takes lasers to work.

Be wary of mines as these can easily be mistaken for ships at long-distance and thus their range is wildly out. In twilight hours they can also be hard to spot.

CITIES

The following cities do not contain any rods in their reactors so don't bother looking in them:

REEMA, ROON, BOTANIA

Here is a list of some of the military base cities:

HEYROL, PREEMA, QUILBA, HAME, RUBIYA, RILENY, FROME, KULA, KZINTI.

NOTE ON GAME

It appears that C.R.L. (Craftily Recycled Loopaper) have cocked it up yet again. Once all 40 reactor pieces were collected, they were duly assembled. Or rather 38 of them were, because the last 2 were different colours and had no common colour — no matter how much the colours were changed they would not match. They matched exactly graphically, but, alas, as their colour did not coincide there was no match. This means the game is impossible to complete.

After 10 hours solid work into the very small hours of the morning, this was not well received amongst the workers. A revolution ensued, chaos ruled and the world fell into decline. Well, we thought about it, anyway.

This follows a growing trend amongst some software houses to foil players by resorting to dirty tricks, especially on review copies.

It would be widely appreciated if software houses would actually playtest their production copies more thoroughly, we would be willing to oblige for a small fee . . .

Here's a few quickies for you • • •

Kung Fu Master

On level one of Kung Fu Master face left, press shiftlock and G to get a gun. Press fire to shoot it. Don't hold it without moving for too long.
Blake Woodhouse, Duffield, Derbyshire.

Dropzone

Here's a few tips that will enable you to achieve scores over 100,000 in the brilliant Dropzone.

1. Always carry a human with you because this makes things less hectic.
2. Store your bombs for the trailer invasion.
3. When you have a hyme on your tail go into a circular motion, firing all the time to dispose of him.

Kirk Rutter, Dagenham, Essex.

C16 Commando

Are you tired of rushing about in *Commando*? If so, then these pokes will enable you to walk right up to a soldier and blast him. If he doesn't disappear then just keep blasting him until your man charges onto the next screen.

1. Load 'Commando' as instructed.
2. Reset computer.
3. Type in:
   POKE 11495, 185 (Return)
   POKE 12707, 185 (Return)
   SYS 4109 (Return)

C16 Sky Hawk

For extra lives (about 200).

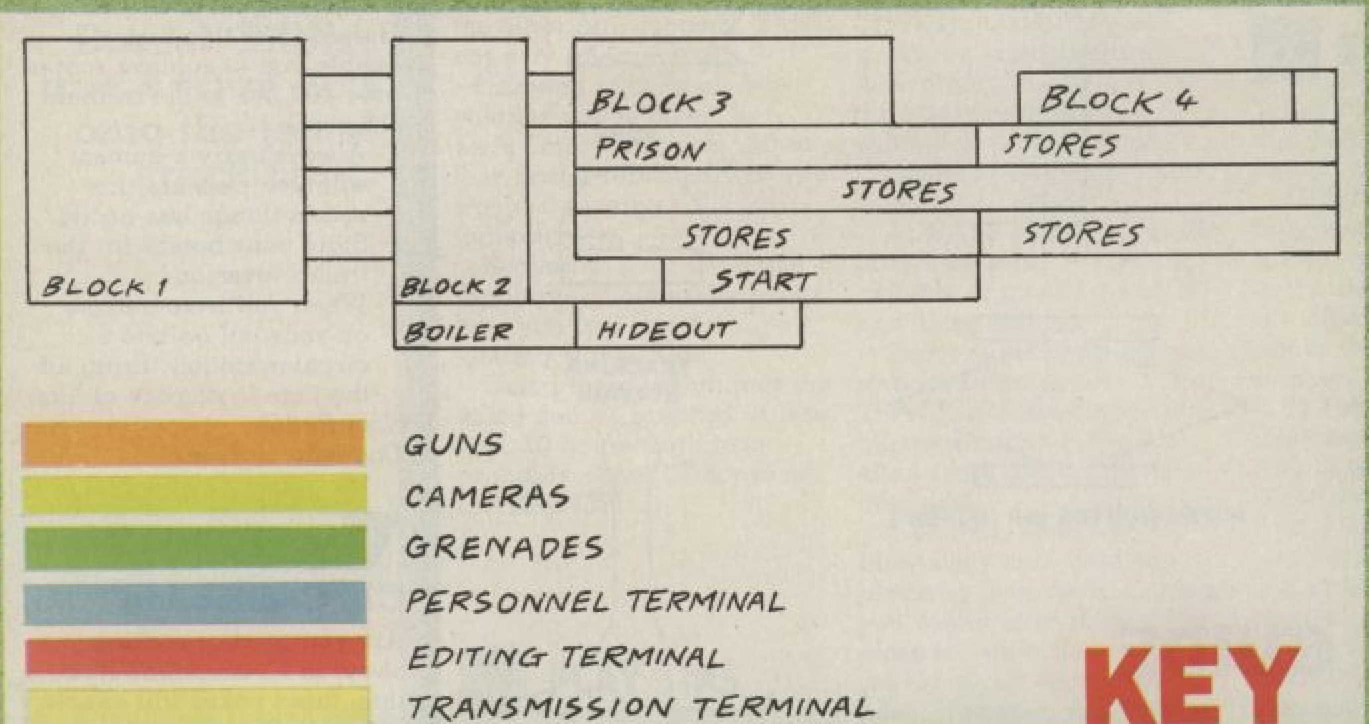
1. Load Sky Hawk as instructed.
2. Reset computer.
3. Type:
   POKE 7811,255 (Return)
   SYS 4179 (Return)

Firket Ciftci, Hackney, London.

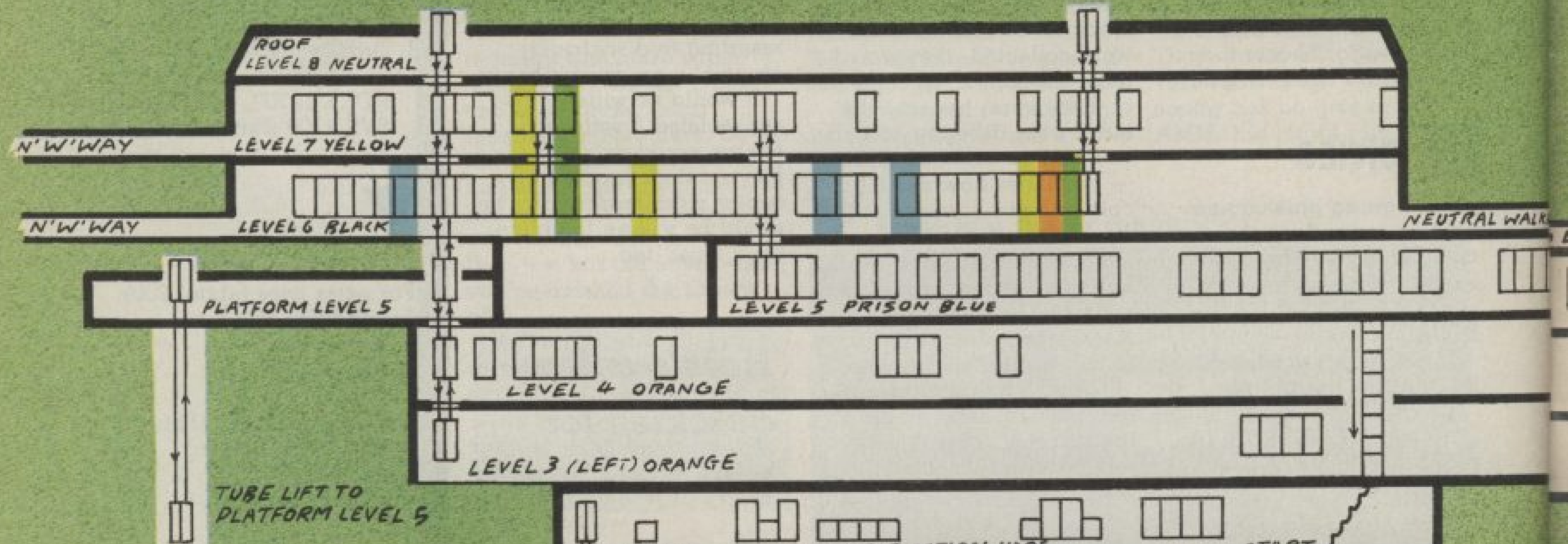
Play to WiN

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

NEXUS



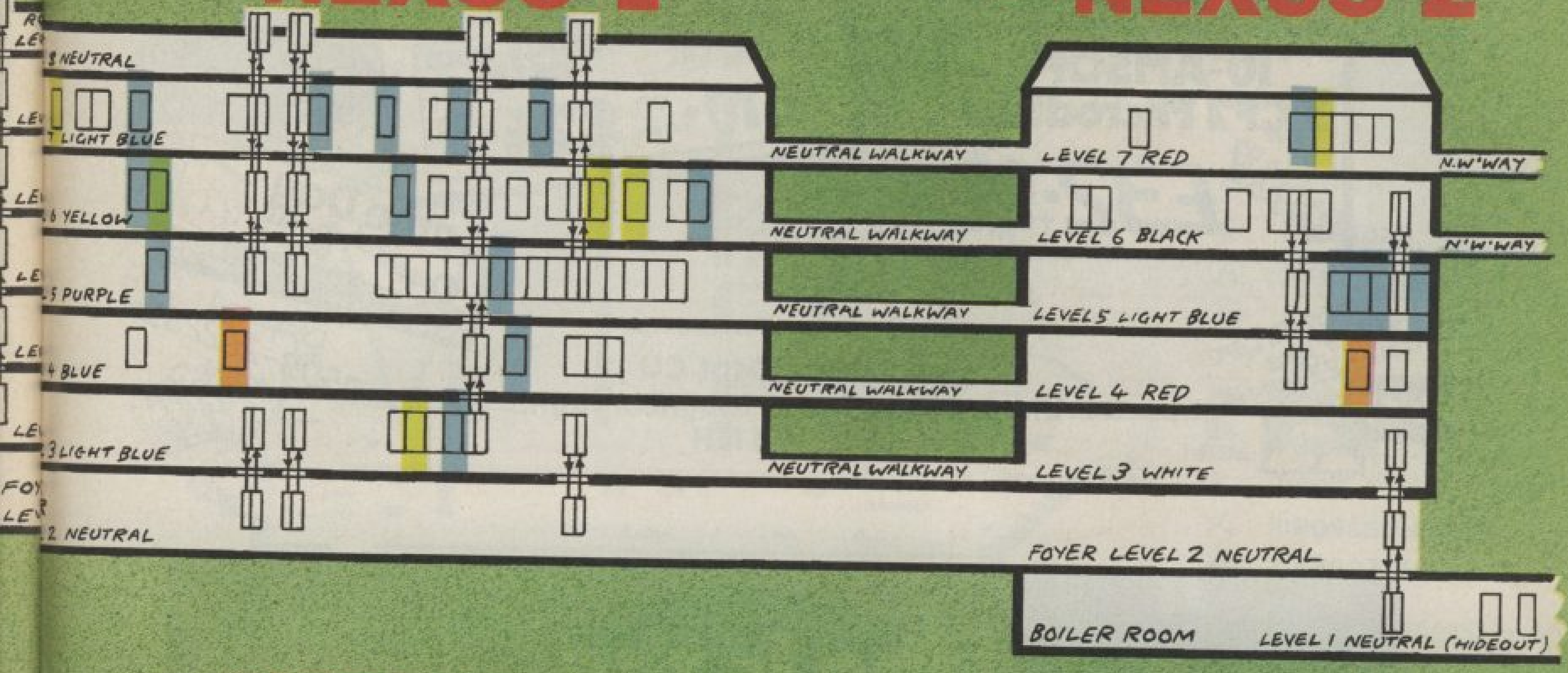
• NEXUS 3





• NEXUS 1

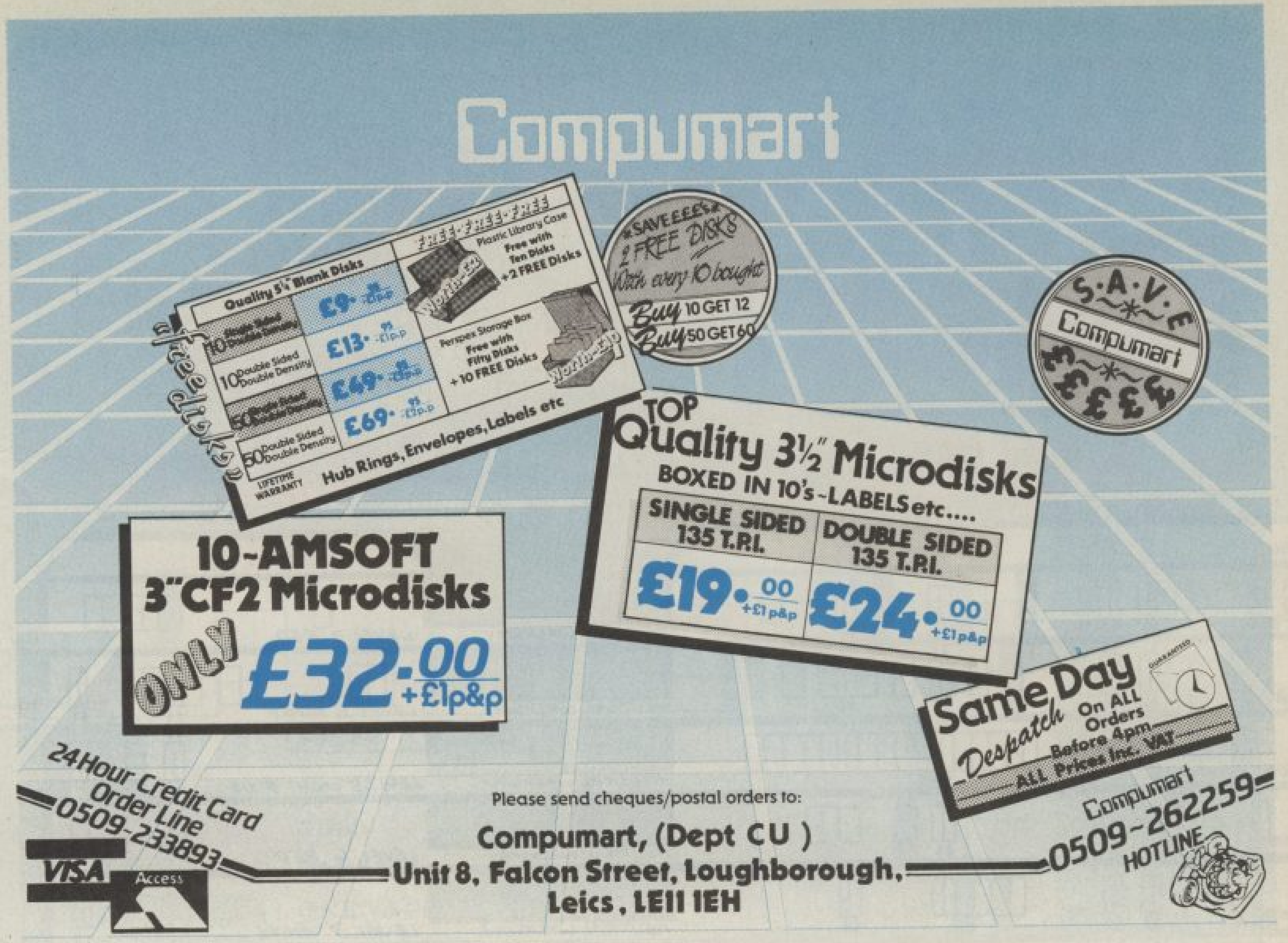
• NEXUS 2



• NEXUS 4



Play to WiN



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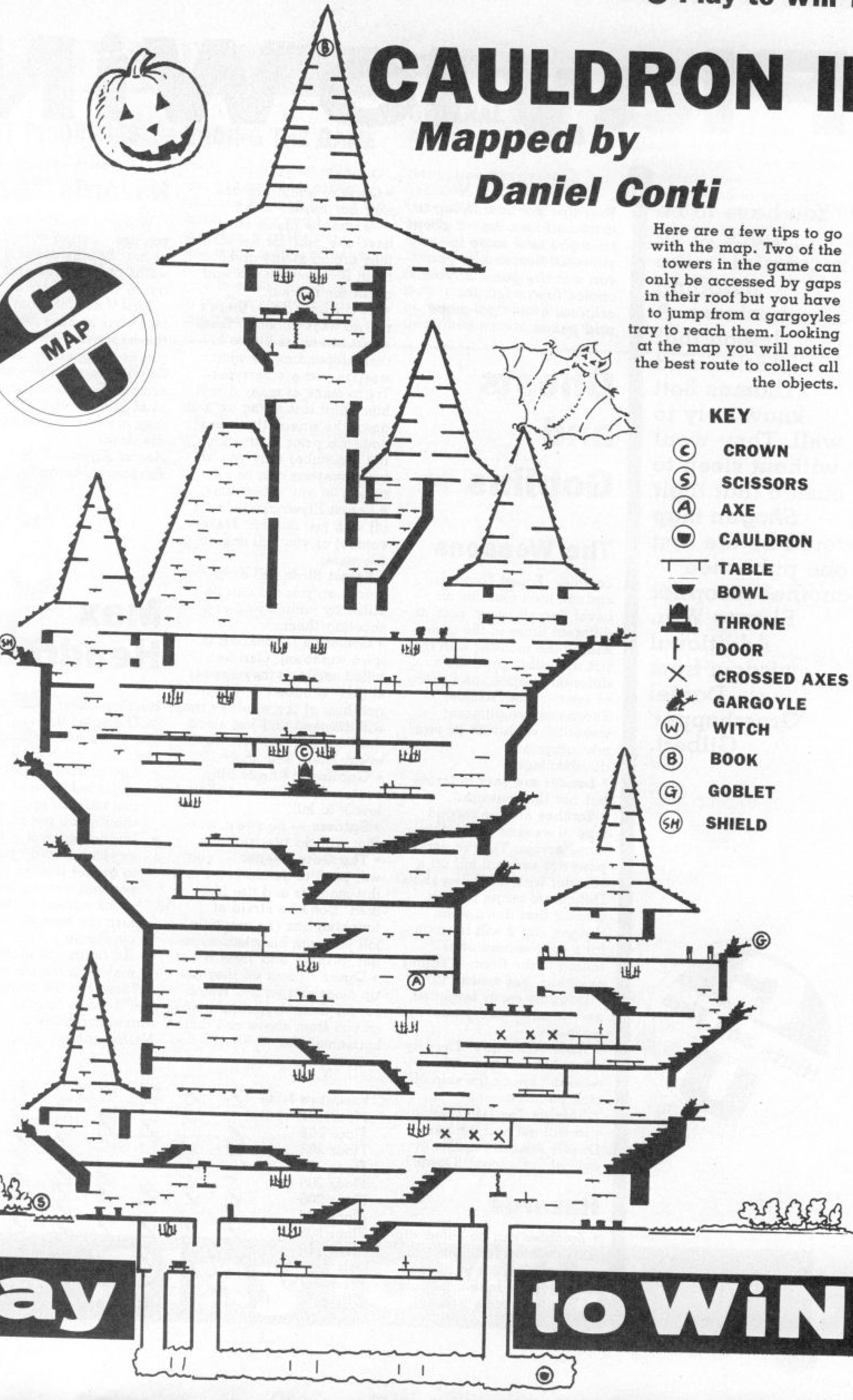


Who is the
INFILTRATOR

CAULDRON II

Mapped by Daniel Conti

Here are a few tips to go with the map. Two of the towers in the game can only be accessed by gaps in their roof but you have to jump from a gargoyles tray to reach them. Looking at the map you will notice the best route to collect all the objects.



Play to WiN

You have to be quick to be successful in the mapping business. A lesson that Adrian and Thomas Bott know only to well. They went without sleep to ensure that their *Shogun* map would be the first one published — another scoop for Play to Win. Additional wisdom from Daniel 'Grasshopper' Gilbert.

Your tips are now flying in thick and fast. Isn't if about time you sent some in yourself. Remember, you can win the game of your choice (up to £10) for original hints tips, maps and pokes.

Ghosts and Goblins

The Weapons

Zombies, Forest Dwellers, and the little Goblins on Level Two all carry 'pots' at different times in the game. Killing the monster with the pot will either produce a different weapon, or a piece of armour (see 'Armour'). There are five different weapons, each with its own advantage and disadvantages.

• **Lances** are easy to target but not that powerful.

• **Torches** are the second type of weapon you will come across. They're very powerful and will kill off a monster with just a few shots. Difficult to target though, since it flies down when thrown. But it will burn on for a split second after falling to the floor — killing anything that walks into it.

• **Daggers** easily targetted and thrown — very effective weapons.

• **Axes** — No no's. They fly down like torches and wouldn't knock the skin off a rice pudding.

• **Shields** The last weapon you will get and the best. Deadly against practically everything except 'Ogres'.

Hazards

• **Zombies** can be killed with just one blow from any weapon. Get out of the way once you've done it though — as they have a habit of rising from the dead.

• **Owls** — again just one shot but harder to hit.

• **Venomous** plants only have one 'spit' for the screen they are on at any given time. So hop over this and go in for the kill.

• **Devils** are tricky, there's no two ways about it. Takes about two to six hits to kill them depending on what weapon you are carrying. Try to make as many direct hits whilst it is flying up and down the screen (it always does this prior to attacking) but remember only one of your weapons can be on screen at any given time.

• **Forest Elves** can be seen off with just one hit. Make contact or you will end up in the water.

• **Forest Birds** will drop lances on you but can be killed by jumping up and shooting them.

• **Gremlins** (appearing in town windows). Can be killed easily as they appear at their windows. If you don't get them at the windows they will descend and run along the floor towards you. In this event kneel and shoot.

• **Goblins** are nasty little brutes. Shoot them at all levels to kill.

• **Spiders** — no sweat, one shot will do the trick.

• **The Gate Keeper** — you will need to get up close to this monster and fire like mad. Don't be afraid of touching him (he can only kill you with his missiles) so get in there and fight it out.

• **Ogres** — wait till they get up close and let fly. Watch out for them dropping things on you from above and their horizontal fire.

Hazards

Water is deadly whether you are wearing your armour or not. So stay out of it and watch out for creatures trying to push you in.

Fire is not fatal but it can take your armour away. If this happens pick up the pieces dropped by the Zombies to restore your armour. Sometimes you can even jump over the flames if they are just beginning to die down.

Anard Agyanial
Rushden, Northants.

Max Headroom

Here's a cheat guide to the LCD display codes. There's also a few useful points to bear in mind:

- Get control of all the floors beforehand so you can recover in an office should you get chased.
- Joystick control is tricky as you naturally push up to go but instead find yourself moving left. The quick answer to this is to turn the stick 90° anti-clockwise.
- All floors are identical so making a map is easy.

These are the connectors you need to touch:

Maxwell Robinson,
Northampton.

Executive level	↗	↗	↗	↗		↗	
Floor 201					↗		↗
Floor 202	↗		↗	↗		↗	↗
Floor 203	↗			↗	↗	↗	↗
Floor 204		↗			↗	↗	↗
Floor 205	↗	↗		↗	↗	↗	
Floor 206	↗	↗	↗	↗	↗	↗	
Floor 207	↗				↗		↗
Floor 208	↗	↗	↗	↗	↗	↗	↗
Floor 209	↗	↗			↗	↗	↗
Lab		↗	↗	↗			
President's Office	↗	↗	↗			↗	↗

↖= Connector to touch

SHOGUN

FIRST PRIORITIES

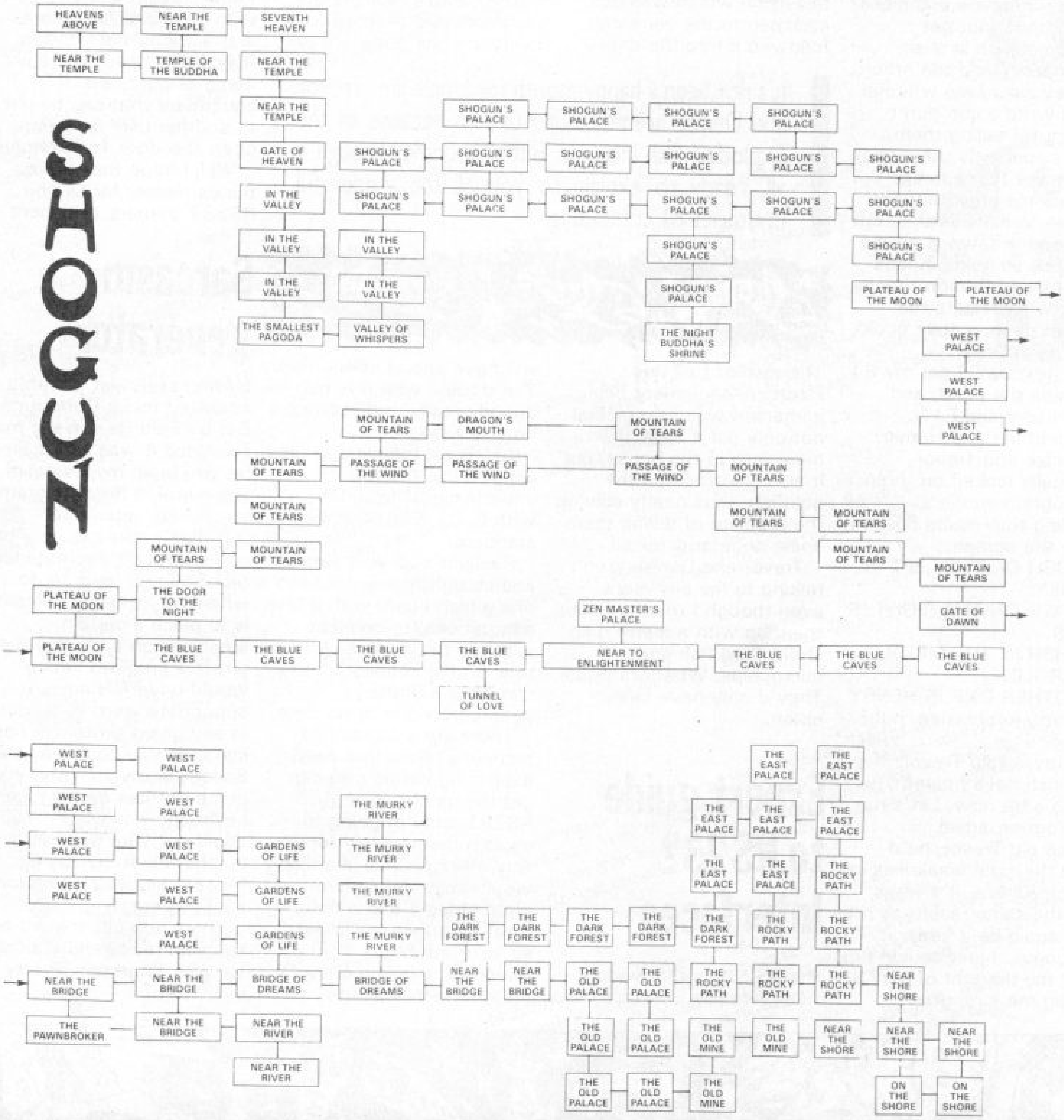
Get the Buddha from the Temple of the Buddha as early as possible. Priest Yamaha or Priestess Suzuki will very probably pick up the Buddha at some point if you don't and may then lose or give it to another character, making it very hard to retrieve.

ENDING THE GAME

Once you have 20 followers you will be given orders from the Buddha to take the scroll, mirror and buddha to the Night Buddha's shrine. The scroll is in the Tunnel of Love, but you will need a rose to enter. The mirror is in the Zen Master's palace, this time needing a book to get in. The Buddha is found as described above.

GENERAL GAME PLAY

News, like many other 'features' in the game is generally irrelevant — if you wait to read it you will only slow the game down. The sword WILL increase your fighting ability quite significantly, but all other objects (other than those described above) are purely trading/bribing items. The only order which seems to be effective is the "protect" command. This is an effective way of killing people — get a Samurai to protect you and then attack the person concerned. Followers tend to gradually lose their loyalty — even though your followers number may not decrease they will no longer walk around after you. They also seem to be terrible at carrying out orders once off screen.



Play to WiN

Uncle Jim's Commodore Club

It's not been a happy month for Uncle Jim. Trevor and Denise aren't talking to him because of the Exploding Fish incident. But he's come through it all, ready to explain to you all the wonderful mysteries of computing.

Way of the exploding fish

My nephew and niece have four pet goldfish in their garden pond, and the other day they asked me whether I could write a computer program for telling them apart. Apparently they want to give the fish names.

It took me ages to work out how to achieve this, but in the end it dawned on me that since all goldfish look alike anyway, it didn't really matter what results the program gave — they could never be proved!

The next day, I set my 64 up beside the pond, and proudly unveiled F.I.N. — Fish Identifier and Namer. As Denise and Trevor sceptically looked on, I ran the program and in a twinkling the results flashed up on the screen:

THE FISH ON THE LEFT IS RODNEY.
THE FISH ON THE RIGHT IS MAVIS.
THE FISH IN THE MIDDLE IS CAROLINE.
THE OTHER ONE IS HENRY.

"Pretty impressive, huh?" I asked.

"Okay," said Trevor. "The fish have moved around a bit now. Let's run the program again."

Good old Trevor, he'd found the fatal weakness in my software — it always gave the same result, so if I ran it again he'd know it was bogus. I just couldn't stand the thought of him proving me wrong and gloating, so thinking quickly I shouted, "Whoops! Silly me!" and chucked the computer into the pond.

Unfortunately the rest of my gear, including the television which was still attached to the computer, followed it into the drink.



The result of all this electrical equipment being immersed was spectacular: not only did it blow the main fuse in the house, but it also electrocuted the goldfish, thus neatly solving the problem of telling them apart once and for all.

Trevor and Denise aren't talking to me any more, even though I tried to cheer them up with a merry quip about fried fish and microchips. What gratitude! They'd only have been eaten.

Expert guide to RS232 Interfaces

The RS232 is the world's most versatile interface. You can plug it in to almost anything. Mine is hooked up frequently to the hoover. A little program I wrote will send the thing right around the living room.

The RS232 really is the common cold of interfaces. Everyone has got, had, or will have one at some time. The trouble with it is that nobody really understands how it works.

Ask most people and they are likely to tell you it's a one-off model from Ford with fluffy dice fitted as standard.

Really it's all very simple and straightforward. I have one which I use, with a few adaptations, to connect with my microwave. A few taps on the keyboard and I can have a Birdseye ovenroast done in no time.

There are a number of technical terms that need explaining before you can get the most out of your RS232 and I'm going to explain them simply for you. Any other chance like this would cost you several pints of lager and a curry from the user club knowall so take note.

Baudrate: this is a unit of measurement used to calculate the time it takes you to doze off when listening to anyone discuss interfaces. Fifteen minutes is about average.

Handshaking: a term used to describe the motion you get when the club interface is passed from one member to another.

Async: tricky one this. It's an abbreviation used to describe the kind of person who buys every useless attachment available for his micro. It's short for "He's connected everything but async to his 64".

Parity: something you go to with jelly, and ice creams and a funny hat.

Stop bits: these are heavy items of outdated equipment that can be put to another use. Propping open the door for example.

Well I hope that makes things clearer for all you RS232 owners out there.

Sarcasm generator

Having seen last month's excellent Insult Construction Set by Fred Reid in the mag, I decided it was about time I let you in on my Sarcasm Generator, a little program I wrote, oh, ages ago.

It didn't take me long to come up with the material. Since all you have to do when you're being sarcastic is to place a certain emphasis on a word, I wrote a program which would underline an appopriate word at random in any given sentence. For instance you could say to a Spectrum owner "My, your computer has a very nice keyboard, hasn't it?" You could put your geography teacher down by saying: "Please sir, isn't geography a jolly interesting subject?"

There you go, the wit of sarcasm ready and waiting for your fingertips. Pretty useful, eh? □



NEXT

NEXT MONTH C U

NEXT MONTH C U

NEXT MONTH C U

September Special

Our September Special is guaranteed to banish any post-summer blues and make you look forward to those cosy nights by the fireside — just you and your computer.

Pokerama

Make your machine do wierd and wonderful things with our latest collection of pokes.

Personal Computer World Show

This event has now become Europe's premier home computer show. This year it's going to be bigger than ever. As well as all the latest games and new computers Commodore User will also have a stand. For those of you who can't make it we will have a full preview next month — rounding up the best of what's going to be shown before the curtain goes up on September 7.

Screen Scene

The PCW will be the launch pad for dozens of new games. That means while you lot are slapping on the sun tan oil, and sipping cool drinks, the G-Force will be busy getting their hands on some of the likely show stoppers: Infiltrator (Previewed this month), Elite's new budget range, Mission AD, Deactivator, Split Personalities, bad boy Botham's C16 cricket game, Ghosts and Goblins for the C16 all the cheapos.

Into the Valley

Keith Campbell brings you up to date on the adventure scene. More news on C64 Pawn, a trilogy from Level 9, two new cheapo adventures plus a super and top secret competition.

Charts

We've re-jigged the charts page for you, added a Cheapo chart, more Chart Chat, and a competition too. Can't be bad, eh?

Play to Win

Now established as the best games players strategy column in the business. Under the microscope this month are Ghosts 'n Goblins, Way of the Tiger, and a Manic Miner survival guide for the C16. There is also a chance for you to earn some holiday money by sending in original hints, tips, maps, and pokes. So get cracking but remember they must be original.

Type-Ins

If you can't afford the latest block-buster try typing in one of our great listings.

All this plus our regular round up of new personal productivity software and add-ons in **Business**, the best technical help desk in **Tommy's Tips**, our T-Shirt winning lively **Letters** page is now bigger than ever, and **Buzz** will have all the news.

Be in your newsagents on 26th of August, have a mere one pound in your pocket and all this can be yours.

MONTH

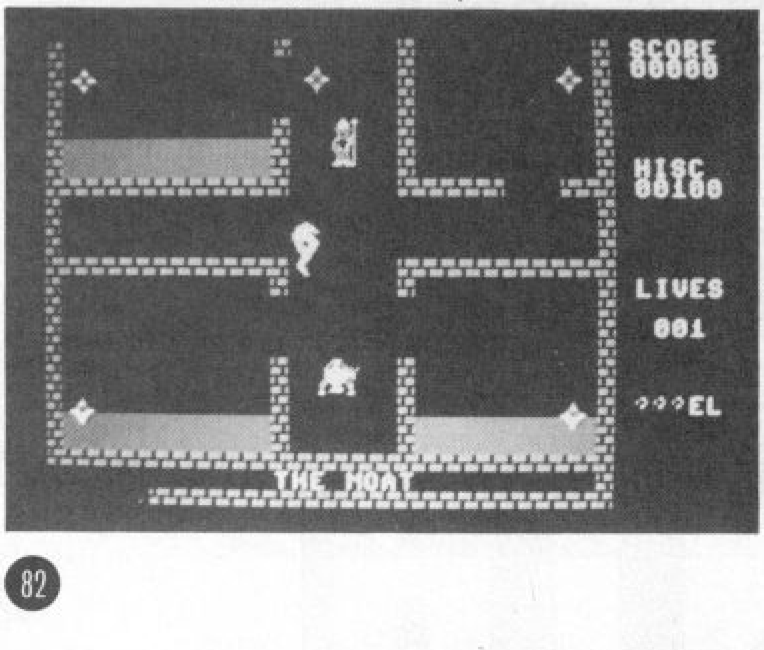
CASTLE

for the Commodore 64/128

Yet another super game from the talented Sandy Munro. Funny scenario this one: your intergalactic fuel transporter is caught in a medieval castle (don't ask me why). It must pick up fuel pods whilst avoiding the ghosts and ghouls that lurk around. Three great screens of joystick-controlled action. Move joystick left and right, and press fire for upward thrust.

EASY ENTER

First Screen — pretty simple.

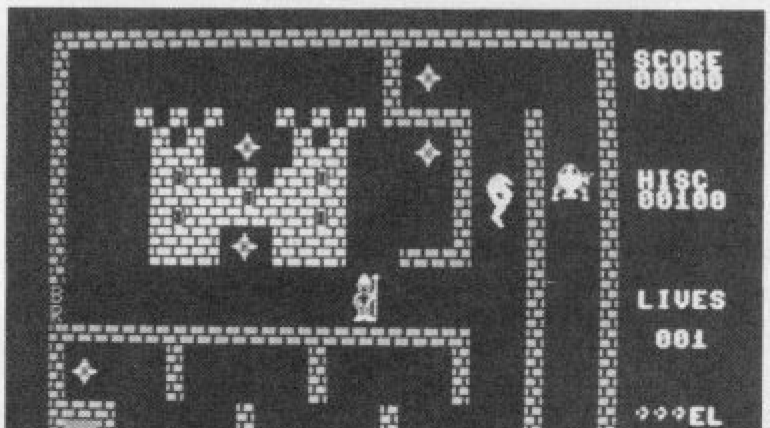



```
5 PRINT"(CLR)(WHT)"CHR$(8):POKE53280,0:POKE53
281,0:POKE53269,0:GOTO9000
10 HI=100
15 GOSUB2000:GOSUB1000
25 GOSUB4000:POKEV+21,CS:TI$="000000":P=PEEK(
V+30):PP=PEEK(V+31)
100 REM *** MAIN ***
110 IF(PEEK(56320)AND16)=0THENU=U-.2:POKES+4,
129
115 IF(PEEK(56320)AND16)>0THENPOKES+4,0
120 IF(PEEK(56320)AND4)=0THENX=X-2
125 IF(PEEK(56320)AND8)=0THENX=X+2
130 U=U+.05:IFU>2THENU=2
135 IFU<-2THENU=-2
160 Y=Y+U:POKEV,X:POKEV+1,Y:POKEV+2,A:POKEV+3
,B:POKEV+4,C:POKEV+5,D
165 IF(PEEK(V+31)AND1)=1THEN700
175 IF(PEEK(V+30)AND1)=1THEN400
180 ON R GOSUB505,510,515
200 GOTO110
400 REM *** COLLECT OBJECT ***
405 FORJ=1TO2:FORI=3TO7:P=PEEK(V+30)
410 IFP=1+(2↑I)THENCS=CS-(2↑I):POKEV+21,CS:SC
=SC+50:OC=1:GOSUB905:GOSUB470
415 NEXTI,J:IFCS=7THEN450
420 IFOC=1THENOC=0:P=PEEK(V+30):GOTO180
430 GOTO700
450 REM *** FINISHED SCREEN ***
452 POKES+4,0:PO=INT(12000-TI):IFPO>0THENSC=S
C+PO:GOSUB905
455 PRINTLEFT$(CD$,24)TAB(1)"(WHT)CONGRATULAT
IONS......NEXT ROOM"
460 LE=LE+1:GOSUB950:R=R+1:IFR>3THENR=1:LI=LI
+1:IFLI>5THENLI=5
465 CS=255:U=1:POKEV+21,0:GOSUB760:GOTO25
470 POKES+11,128:POKES+12,12:POKES+13,1:POKES
+11,129:POKES+8,255:POKES+7,255
475 RETURN
500 REM *** MOVING CHARACTERS ***
505 GOSUB540:GOSUB550:RETURN
510 GOSUB530:GOSUB560:RETURN
515 GOSUB570:GOSUB580:RETURN
530 A=A+W:IFA<31ORA>199THENW=-W
535 RETURN
540 B=B+W:IFB<60ORB>200THENW=-W
545 RETURN
550 C=C+Z:IFC<31ORC>250THENZ=-Z
555 RETURN
560 D=D+O:IFD<60ORD>200THENO=-O
565 RETURN
570 A=A+Z:IFA<58ORA>250THENZ=-Z
575 RETURN
580 D=D+O:IFD<60ORD>136THENO=-O
585 RETURN
700 REM *** KILLED ***
705 POKES+18,0:POKES+4,0:POKES+19,14:POKES+20
,1:POKES+15,2:POKES+14,17
710 POKES+18,129
715 Y=Y+3:POKEV+1,Y:POKEV+39,RND(1)*14+2:T=IN
T(RND(1)*10):IFT<4THENX=X-1
716 IFT>6THENX=X+1
717 POKEV,X:IFY<250THEN715
```

QUEST

by Sandy Munro

```
720 LI=LI-1:IFLI<0THENPOKEV+21,0:GOTO755
725 GOSUB935:POKEV+21,0:GOSUB760:POKEV+39,1:O
=2:W=2:Z=3:U=1:GOTO25
755 POKEV+39,1:FORI=1TO20:PRINTLEFT$(CD$,11)T
AB(4+I)S$:NEXT:IFSC>HITHENHI=SC
757 PRINTLEFT$(CD$,12)TAB(6)"(WHT)*** GAME  O
VER ***":FORI=1TO5000:NEXTI:GOTO15
760 PRINT"(CLR)"LEFT$(CD$,12)TAB(15)"(WHT)GET
 READY":FORI=1TO2000:NEXT:RETURN
900 REM *** PRINT SCORE ETC ***
905 PRINT"(HOME)(DOWN)"
910 A$=MID$(STR$(SC),2,LEN(STR$(SC))):SC$=LEF
T$("00000",6-LEN(STR$(SC)))
915 SC$=SC$+A$:PRINTSPC(33)"(WHT)"SC$:RETURN
917 RETURN
920 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)"
925 A$=MID$(STR$(HI),2,LEN(STR$(HI))):HI$=LEF
T$("00000",6-LEN(STR$(HI)))
930 HI$=HI$+A$:PRINTSPC(33)"(WHT)"HI$:RETURN
935 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)"
940 A$=MID$(STR$(LE),2,LEN(STR$(LE))):LE$=LEF
T$("000",4-LEN(STR$(LE)))
945 LE$=LE$+A$:PRINTSPC(34)"(WHT)"LE$:RETURN
950 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)"TAB(
33)LEFT$(LI$,LI):RETURN
1000 REM *** TITLE ***
1005 PRINT"(CLR)(DOWN)(GRN) >>"SPC(17)">":PRI
NT">  >"SPC(16)">"
1010 PRINT">      >>   >>   >   >  >>"
1015 PRINT">      >  > >  > >>>  > >  >"
1020 PRINT">      >  >  >    >    > >>>"
1025 PRINT">      >  >   >   >    > >"
1030 PRINT">  > >  > >  >  > > > >  >"
1035 PRINT" >>   >>>  >>     >  >  >>"
1040 PRINTTAB(15)"(DOWN) >>":PRINTTAB(15)">
>":PRINTTAB(15)">  > >  >  >>   >>   >"
1045 PRINTTAB(15)">  > >  > >  > >  > >>>"
1050 PRINTTAB(15)">  > >  > >>>   >    >"
1055 PRINTTAB(15)">  > >  > >      >   >"
1060 PRINTTAB(15)"> >> >  > >  > >  >  > >"
1065 PRINTTAB(15)" >>>  >>    >>   >>    >":CD
=11:CR=1:GOSUB4900
1080 I=1:POKEV+21,2:POKEV+2,19:POKEV+3,174:PO
KEV+40,1
1085 FORJ=0TO40:POKE1824+J,62:POKE1903+J,62:P
OKE56096+J,10:POKE56175+J,10:NEXTJ
1090 PRINT"(WHT)"LEFT$(CD$,22)TAB(1)MID$(IN$,
I,38):I=I+.5:IFI>244THENI=1
1095 IF(PEEK(56320)AND16)=0THENPOKEV+21,0:RET
URN
1100 GOTO1090
2000 REM *** VARIABLES ***
2005 R=1:LI=3:L=1:LE=1:SC=0:U=1:O=2:W=2:Z=3:C
S=255:OC=0:S=54272
2050 W$="(RED)>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
>":REM 32 SHIFT&.
2055 CD$="(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)":REM HOME * 2
4 CRSR D
2060 S$=" (DOWN)(LEFT) (DOWN)(LEFT) ":S1$="
 ":S2$="
"
2065 S3$=" (DOWN)(LEFT) ":LI$="─────":REM 5 S
HIFT&B
2070 W1$="(RED)>(DOWN)(LEFT)>(DOWN)(LEFT)>":W
A$="(BLU)????????????????????????????????":REM
 32 SHIFT&/
2075 CH$="(WHT)|(DOWN)(LEFT)|(DOWN)(LEFT)|(DO
WN)(LEFT)|(DOWN)(LEFT)|(DOWN)(LEFT)|(DOWN)(LE
FT)|(DOWN)(LEFT)|(DOWN)(LEFT)|(DOWN)(LEFT)|(D
OWN)(LEFT)|(DOWN)(LEFT)|(DOWN)(LEFT)":REM12(S
HIFT/B..CRSR D..CRSR L)
2100 FORI=STOS+24:POKEI,0:NEXTI:POKES+24,15:P
OKES+5,32:POKES+6,128:POKES+1,3
2200 POKES,18:IN$=S2$+"* * CASTLE QUEST * *"+
S2$+"WRITTEN BY SANDY MUNRO"+S2$
2205 IN$=IN$+"- COPYRIGHT A.R.M. SOFTWARE 198
6 -"+S2$+"PRESS FIRE TO START "
2210 RETURN
3005 NEXT:IFH=1THENH=0:GOTO700
4000 REM *** SCREEN ***
4005 U=1:PRINT"(RED)(CLR)"W$:FORI=1TO23:PRINT
">"TAB(31)">":NEXT:PRINT""W$""
4015 PRINTTAB(RN(R))RN$(R):PRINT"(RED)"W$;
4025 PRINT"(HOME)(WHT)"TAB(33)"(DOWN)SCORE":P
RINTTAB(33)"(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)HIS
```



Second Screen — getting more difficult.

continued on p.85

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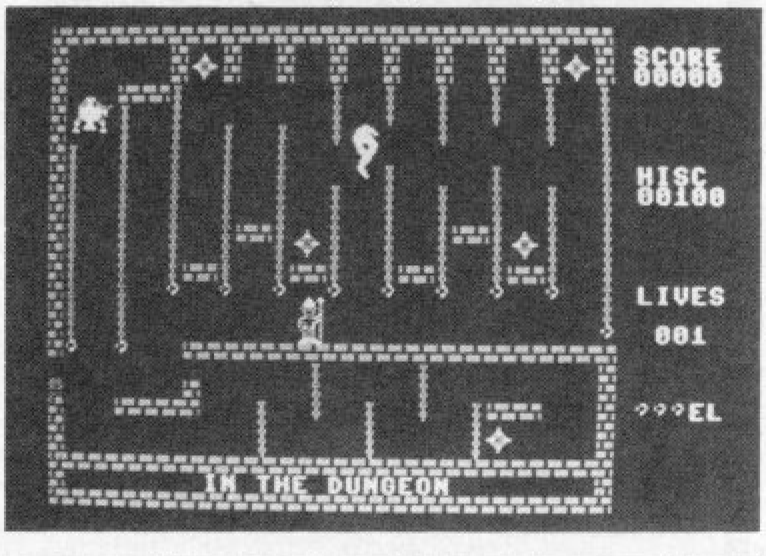
CASTLE QUEST

for the Commodore 64/128

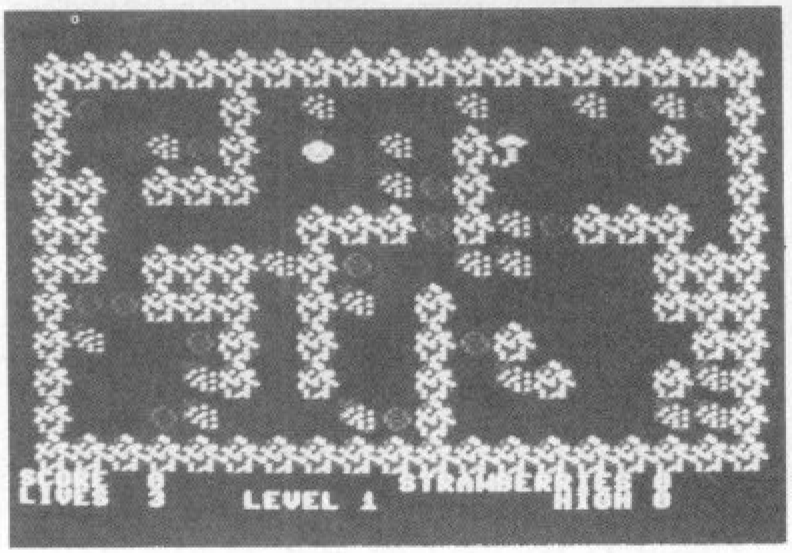
by Sandy Munro

```
C":PRINTTAB(33)"(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)LIVES"
4030 PRINTTAB(33)"(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)LEVEL(HOME)"
4035 GOSUB920:GOSUB905:GOSUB935:GOSUB950:ONRG
OTO4100,4200,4300
4100 REM *** SCREEN 1 ***
4110 PRINTLEFT$(CD$,9)W$LEFT$(CD$,13)W$:PRINT
"";:fori=1to21
4115 PRINTTAB(13)">       >":NEXT:PRINTLEFT$(C
D$,10)TAB(13)S$SPC(6)"(UP)(UP)"S$
4120 PRINT"(HOME)(DOWN)(DOWN)"TAB(13)S$LEFT$(
CD$,15)TAB(13)S$"(UP)(UP)"SPC(6)S$
4125 PRINTLEFT$(CD$,9)TAB(26)S1$
4130 PRINTLEFT$(CD$,7)TAB(1)LEFT$(WA$,13)LEFT
$(CD$,8)TAB(1)LEFT$(WA$,13)
4135 PRINTLEFT$(CD$,21)TAB(1)LEFT$(WA$,13)LEF
T$(CD$,22)TAB(1)LEFT$(WA$,13)
4140 PRINTLEFT$(CD$,21)TAB(21)LEFT$(WA$,11)LE
FT$(CD$,22)TAB(21)LEFT$(WA$,11)
4145 X=146:Y=165:A=148:B=60:C=100:D=124:GOSUB
4600:RETURN
4200 REM *** SCREEN 2 ***
4210 CD=5:CR=5:GOSUB4900:PRINTLEFT$(CD$,16)TA
B(1)LEFT$(W$,24):FORI=7TO24STEP8
4215 PRINTLEFT$(CD$,17)TAB(I)W1$:NEXT:FORI=11
TO24STEP8
4220 PRINTLEFT$(CD$,20)TAB(I)W1$:NEXT
4225 PRINTLEFT$(CD$,20)TAB(1)">>>(DOWN)(LEFT)
(LEFT)(LEFT)(BLU)??(RED)>(DOWN)(LEFT)(LEFT)(L
EFT)(BLU)??(RED)>"
4230 PRINTLEFT$(CD$,5)TAB(27);:FORI=0TO5:PRIN
TLEFT$(CD$,5+(I*3))TAB(27)W1$:NEXT
4235 PRINT"(HOME)(DOWN)"TAB(19)W1$:PRINTTAB(1
9)LEFT$(W$,6):PRINTTAB(23)W1$"(DOWN)(LEFT)"W1
$
4240 PRINTTAB(20)LEFT$(W$,5):X=248:Y=190:A=31
:B=148:C=218:D=82:GOSUB4600:RETURN
4300 REM *** SCREEN 3 ***
4305 FORI=2TO9:PRINT"(HOME)(DOWN)"TAB((I*3)+1
)W1$:NEXT:PRINT"(HOME)(DOWN)(DOWN)(DOWN)"TAB(
4)">>>>"
4310 FORI=2TO9:PRINT"(HOME)(UP)(DOWN)(DOWN)(D
OWN)"TAB((I*3)+1)LEFT$(CH$,31)"—":NEXT
4320 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)"TAB(1)LEFT$(CH$,31)"—":PRINT"(HOME)(
DOWN)(DOWN)(DOWN)(DOWN)"TAB(4)CH$"—"
4325 PRINTLEFT$(CD$,17)TAB(8)LEFT$(W$,24):PRI
NTTAB(8)W1$"(LEFT)(LEFT)(LEFT)(LEFT)(LEFT)"LE
FT$(W$,5)
4330 FORI=1TO2:PRINTLEFT$(CD$,18)TAB(9+(I*6))
LEFT$(CH$,9):NEXT
4335 FORI=1TO3:PRINTLEFT$(CD$,20)TAB(6+(I*6))
LEFT$(CH$,9):NEXT
4340 PRINTLEFT$(CD$,20)TAB(25)"(RED)>>>"
4345 FORI=0TO3:PRINTLEFT$(CD$,13)TAB(8+(I*6))
">>":NEXT
4350 FORI=0TO1:PRINTLEFT$(CD$,11)TAB(11+(I*12
))">>":NEXT
4355 FORI=0TO6:PRINTLEFT$(CD$,4+(RND(1)*4))TA
B(10+(I*3))S3$:NEXT
4360 PRINTLEFT$(CD$,4)TAB(31)LEFT$(CH$,37)"—"
4375 X=32:Y=60:A=58:B=159:C=158:D=136:GOSUB46
00:RETURN
4600 FORI=0TO4:POKEV+6+(2*I),X(R,I+1):POKEV+7
+(2*I),Y(R,I+1):NEXTI
4700 POKEV,X:POKEV+1,Y:POKEV+2,A:POKEV+3,B:PO
KEV+4,C:POKEV+5,D:RETURN
4900 REM *** CASTLE ***
4910 PRINTLEFT$(CD$,CD)TAB(CR)"(LRED)> > >
> > >"
4915 PRINTTAB(CR)" > >      > >"
4920 PRINTTAB(CR)" >>>      >>>"
4925 PRINTTAB(CR)" *>> > >*>"
4930 PRINTTAB(CR)" >>>>*>>>>>"
4935 PRINTTAB(CR)" *>>>>>>>*>"
4940 PRINTTAB(CR)" >>>>   >>>>"
4945 PRINTTAB(CR)" >>>>   >>>>":RETURN
8999 END
9000 REM *** CHR DATA ***
9005 PRINT"(DOWN)(UP)"TAB(6)"PLEASE WAIT  DAT
A NOW LOADING":POKE52,48:POKE56,48:CLR
9010 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1
)AND251:FORI=0TO511
9015 POKE12288+I,PEEK(53248+I):NEXT:POKE1,PEE
K(1)OR4:POKE56334,PEEK(56334)OR1
9020 POKE53272,(PEEK(53272)AND240)+12:FORI=0T
O47:READQ:POKE12784+I,Q:NEXT
9060 FORI=255TO252STEP-1:FORJ=0TO62:READQ:POK
EI*64+J,Q:NEXTJ,I:V=53248
9065 FORI=39TO46:POKEV+I,1:NEXTI
9070 POKE2040,255:POKE2041,254:POKE2042,253:F
ORI=2043TO2047:POKEI,252:NEXT
9105 FORI=1TO3:READRN$(I),RN(I):NEXT:FORI=1TO
3:FORJ=1TO5:READX(I,J),Y(I,J)
9125 NEXTJ,I:GOTO10
9200 REM *** CHR & SPRITE DATA ETC ***
9205 DATA223,223,223,0,251,251,251,0,255,255,
255,255,255,255,255,255
9215 DATA60,66,153,161,161,153,66,60,222,210,
210,18,210,210,210,30
9220 DATA40,40,16,16,40,40,16,16,24,68,68,24,
16,0,0,0
9305 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,120,
0,0,180,0,1,50,0,2,113,72,3,255,80
9310 DATA3,255,224,3,255,96,3,255,32,5,254,12
8,10,121,64,12,48,192,8,120,64,8
9315 DATA252,64,28,0,224,0,0,0,0,0,0
9320 DATA0,16,128,0,57,192,0,124,128,0,124,12
8,0,170,128,0,84,128,0,68,128,0,41
9325 DATA128,0,214,128,1,1,128,1,70,128,1,68,
128,1,108,128,0,148,128,0,84,128
9330 DATA0,84,128,0,84,128,0,254,128,1,239,12
8,0,0,0,0,0,0
9340 DATA0,112,0,1,252,0,3,254,0,3,243,0,6,21
6,0,7,252,0,7,254,0,3,143,0,3,143
9345 DATA0,1,206,0,1,254,0,0,252,0,0,120,0,0,
120,0,0,240,0,0,224,0,1,192,0,1
9350 DATA192,0,0,224,0,0,96,0,0,48,0
9360 DATA0,0,0,0,16,0,0,16,0,0,56,0,0,84,0,0,
170,0,3,215,128,0,170,0,0,84,0,0
9365 DATA56,0,0,16,0,0,16,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
9505 DATA0,"IN THE MOAT",10,"ON THE DRAWBRIDG
E",7,"IN THE DUNGEON",9
9610 DATA30,60,250,60,250,195,30,195,136,60,1
04,91,30,183,104,131,185,63,185,93
9630 DATA218,211,252,60,84,60,132,131,228,131
```

Third Screen — a really tough challenge.



Strawberry



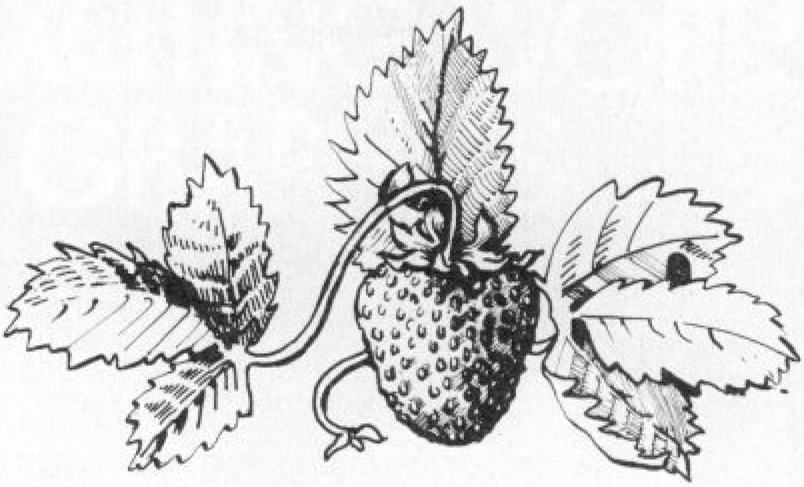
• for the C16 and Plus/4

by Frank Bingley

What, more summer strawberries? Simply try to munch them all without getting trapped by the snake. The snake won't eat you, it just wants to trap you. You must also avoid the snake pills and lure the snake into eating them instead of chasing you. You'll need your joystick plugged into port 2.

```
10 DATA0,48,12,15,63,63,254,58,0,195,204,252,255,255,188,172
20 DATA34,42,34,8,10,6,5,80,136,168,136,32,160,144,80,5
30 DATA68,23,95,63,59,255,239,254,0,192,240,176,252,248,188,255
40 DATA255,59,15,3,0,0,0,0,251,191,255,187,255,60,0,0
50 DATA6,22,21,85,89,149,101,102,80,148,148,85,105,153,101,101
60 DATA89,150,149,85,101,21,38,5,89,86,101,85,101,148,100,80
70 DATA5,21,21,17,86,90,98,88,80,84,84,69,149,165,137,37
80 DATA1,2,1,2,129,130,153,25,64,128,64,128,64,128,64,0
90 DATA0,0,0,3,15,12,51,60,0,0,0,192,240,48,252,60
100 DATA63,63,12,15,3,0,0,0,204,204,48,240,192,0,0,0
110 DATA3,3,3,3,3,255,255,3,192,192,192,192,192,255,255,192
120 DATA3,3,3,3,3,10,42,170,192,192,192,192,192,160,168,170
130 DATA0,3,15,63,51,51,60,12,0,192,240,252,204,204,60,48
140 DATA15,12,15,3,0,0,0,0,240,48,240,192,0,0,0,0
150 DATA"  (LEFT)(LEFT)(DOWN)   ","♣|(LEFT)(LEFT)(DOWN)─¯","¯─(LEFT)(LEFT)(DOWN)|
|","↖↖(LEFT)(LEFT)(DOWN)↙└","╲╱(LEFT)(LEFT)(DOWN)┌┐","●─(LEFT)(LEFT)(DOWN)●| "
160 DATA"⁄×(LEFT)(LEFT)(DOWN)○♣","|♦(LEFT)(LEFT)(DOWN)+※":POKE56,59:POKE52,59:CL
R
170 TRAP750:PRINT"(CLR)INITIALISING.......  .   .   ."
180 DEF FNE(Z1)=3073+(40*X2)+X1:DEF FNF(Z2)=3073+(40*X4)+X3
190 IFPEEK(15360)=60THEN240
200 POKE1176,44:FORA=0TO64*8
210 POKE15360+A,PEEK(53248+A):NEXT:CH=0
220 FORA=0TO223:READD:CH=CH+D:POKE15880+A,D:NEXT
230 IFCH<>20572THENPRINT"CHARACTER DATA ERROR":POKE15360,0:STOP
240 SC=0:SB=0:LE=1:SP=0:M=0:LI=3:HI=0:POKE65287,PEEK(65287)OR16
250 POKE65298,PEEK(65298)AND251:POKE65299,60
260 POKE65303,120:COLOR3,16,3:RESTORE150:COLOR4,1:COLOR0,1:COLOR1,11,3
270 FORA=0TO7:READC$(A):NEXT:GOSUB1000
280 COLOR1,2:CHAR,14,17,"PRESS ANY KEY":COLOR1,11,3
290 GOSUB900:GOSUB1000:FORQ=1TO1000:NEXT
300 IFLE=6THENLE=1
310 RESTORE1000+(40*LE):COLOR1,11,3
320 PRINT"(CLR)";:FORA=0TO10:READD$:PRINT" ";:FORB=1TO19:C=VAL(MID$(D$,B,1))
330 PRINTC$(C);:PRINT"(UP)";:NEXTB:PRINT:PRINT:NEXTA:READX1,X2,X3,X4
340 COLOR1,2:CHAR,0,23,"LIVES ":PRINTLI:CHAR,28,23,"HIGH":PRINTHI
350 CHAR,12,23,"LEVEL":PRINTLE
```

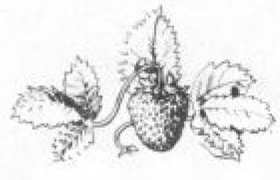
Fields



EASY
ENTER

```
360 J=JOY(2)
370 IFJ=1THENGOSUB580
380 IFJ=5THENGOSUB540
390 IFJ=7THENGOSUB620
400 IFJ=3THENGOSUB670
410 COLOR1,2:CHAR,0,22,"SCORE ":PRINTSC:CHAR,20,22,"STRAWBERRIES":PRINTSB
420 IFSP=1THEN460
430 IFSB=20THENLE=LE+1:SP=0:GOSUB890:SB=0:GOTO300
440 IFM=0THEN360
450 Y=FNF(Z2):GOSUB770:M=0:GOTO360
460 LI=LI-1:IFLI<0THENCOLOR1,11,3:CHAR,X1,X2,C$(6):GOSUB530
470 IFLI>-1THENCOLOR1,2:CHAR,X1,X2,C$(7)
480 VOL8:FORA=500TO0STEP-20:SOUND2,A,1:NEXTA:VOL0
490 IFLI>-1THENCHAR,X1,X2,C$(0)
500 FORQ=1TO1000:NEXTQ:IFLI>-1THENCOLOR1,11,3:SP=0:SB=0:GOTO300
510 IFSC>HITHENHI=SC
520 LE=1:SC=0:SP=0:LI=3:SB=0:GOTO290
530 COLOR1,2:CHAR,15,12,"GAME  OVER":COLOR1,11,3:RETURN
540 X=FNE(Z1)+80:IFPEEK(X)=32THEN570
550 IFPEEK(X)=70THENSC=SC+100:SB=SB+1:GOSUB860:GOTO570
560 GOTO720
570 COLOR1,11,3:CHAR,X1,X2,C$(0):X2=X2+2:GOTO710
580 X=FNE(Z1)-80:IFPEEK(X)=32THEN610
590 IFPEEK(X)=70THENSC=SC+100:SB=SB+1:GOSUB860:GOTO610
600 GOTO720
610 COLOR1,11,3:CHAR,X1,X2,C$(0):X2=X2-2:GOTO710
620 X=FNE(Z1)-2:IFPEEK(X)=32THENGOTO650
630 IFPEEK(X)=70THENSC=SC+100:SB=SB+1:GOSUB860:GOTO650
640 GOTO720
650 COLOR1,11,3:CHAR,X1,X2,C$(0):X1=X1-2:GOTO710
660 CHAR,X1,X2,C$(1):M=1:RETURN
670 X=FNE(Z1)+2:IFPEEK(X)=32THENGOTO700
680 IFPEEK(X)=70THENSC=SC+100:SB=SB+1:GOSUB860:GOTO700
690 GOTO720
700 COLOR1,11,3:CHAR,X1,X2,C$(0):X1=X1+2
710 CHAR,X1,X2,C$(1):M=1:RETURN
720 IFPEEK(X)=82THENSP=1
730 IFPEEK(X)=78THENSP=1
740 RETURN
750 POKE65287,PEEK(65287)AND239:POKE65298,PEEK(65298)OR4:POKE65299,208
760 PRINTERR$(ER),EL:END
770 IFX3>X1ANDPEEK(Y-2)=32ORPEEK(Y-2)=82THENGOSUB820:X3=X3-2:GOTO830
780 IFX3<X1ANDPEEK(Y+2)=32ORPEEK(Y+2)=82THENGOSUB820:X3=X3+2:GOTO830
790 IFX4<X2ANDPEEK(Y+80)=32ORPEEK(Y+80)=82THENGOSUB820:X4=X4+2:GOTO830
800 IFX4>X2ANDPEEK(Y-80)=32ORPEEK(Y-80)=82THENGOSUB820:X4=X4-2:GOTO830
810 RETURN
820 COLOR1,11,3:CHAR,X3,X4,C$(0):RETURN
830 CHAR,X3,X4,C$(4)
840 SOUND1,1000,5:FORA=0TO8:VOLA:NEXTA
850 FORA=8TO0STEP-1:VOLA:NEXTA:RETURN
860 S=40:VOL8
870 SOUND1,S,1:SOUND2,S+50,1:S=S+100:IFS=940THEN870ELSE880
880 VOL0:RETURN
890 FORB=1TO5:VOL8:FORA=700TO910STEP10:SOUND1,A,1:SOUND2,A+100,1:NEXTA,B:RETURN
900 GETA$:IFA$<>""THEN900
910 RESTORE960:VOL8
920 READN,D:IFD=-1THEN910
930 SOUND1,N,D:IFN<>1015THENSOUND2,N+3,D
```

Continued over



```
940 GETA$:IFA$<>""THENRETURN
950 GOTO920
960 DATA596,8,596,8,685,8,739,8,810,24,770,24,1015
970 DATA16,770,8,704,8,739,8,770,8,739,30,1015,24
980 DATA596,8,596,8,685,8,739,8,739,24,643,24,1015
990 DATA16,685,8,704,8,685,8,643,8,596,8,596,30,1015,40,-1,-1
1000 PRINT"(CLR)":CHAR,12,3,C$(1):CHAR,20,3,C$(2)
1010 CHAR,28,3,C$(4):COLOR1,2:CHAR,12,6,"STRAWBERRY FIELDS"
1020 CHAR,12,8,"BY  FRANK BINGLEY":CHAR,18,10,"1986":PRINT:PRINT:COLOR1,11,3
1030 PRINT:PRINT" ";:FORA=0TO18:PRINTC$(2)"(UP)";:NEXT:RETURN
1040 DATA "3333333333333333333","3510030200020024253","3002530002030000303"
1050 DATA "3303330002535500003","3300000333532533303","3303332350022000333"
1060 DATA "3553330320300000333","3200530300353000033","3000230300302300323"
1070 DATA "3005200025300000223","3333333333333333333",5,2,31,2
1080 DATA "3333333333333333333","3200200004000020023","3200002020202000023"
1090 DATA"3333333330333333333","3000000022200000003","3000003002003000003"
1100 DATA"3005503002003500003","3052503002003250003","3005003000003500003"
1110 DATA"3000203001003002003","3333333333333333333",19,18,19,2
1120 DATA"3333333333333333333","3202320232023202323","3000350035003500343"
1130 DATA"3000350030503505303","3000350000003000303","3100355035000000303"
1140 DATA"3000005030003050003","3000300030503000323","3000350035003505323"
1150 DATA"3202320232020022323","3333333333333333333",3,10,35,4
1160 DATA"3333333333333333333","3003022223300000003","3003032222220000003"
1170 DATA"3033030333320055003","3000035325355055003","3000035335322005003"
1180 DATA"3022035555301000003","3055033333304000003","3055002200000000003"
1190 DATA"3000002233300000003","3333333333333333333",25,12,25,14
1200 DATA"3333333333333333333","3220000300030203223","3203000003000023023"
1210 DATA"3333000555550333303","3230022555550000003","3400001552550200003"
1220 DATA"3000000555550000323","3033000555550003333","3003000003000003023"
1230 DATA"3223000300020000223","3333333333333333333",13,10,3,10
```

EASY ENTER

Our New Easy Enter system makes program entering even simpler. It works like this:

Control codes appear in plain English (always inside brackets). Just look them up in the list below. For example: (DOWN) means 'press the cursor down key'. We've included the graphic itself in the table so that you can check you've got it right.

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Control Codes

(UP)	press cursor up key
(DOWN)	press cursor down key
(LEFT)	press cursor left key
(RGHT)	press cursor right key
(HOME)	press HOME key
(CLR)	press SHIFT/HOME
(INST)	press SHIFT/DELETE
(RVS)	reverse on
(OFF)	reverse off
(F1)etc	press function key indicated
($130)	flash on (16 and Plus/4)
($132)	flash off (16 and Plus/4)

Colour Codes

(BLK)	press CTRL and 1
(WHT)	press CTRL and 2
(RED)	press CTRL and 3
(CYN)	press CTRL and 4
(PUR)	press CTRL and 5
(GRN)	press CTRL and 6
(BLU)	press CTRL and 7
(YEL)	press CTRL and 8
(ORNG)	press CBM and 1
(BRN)	press CBM and 2
(LRED)	press CBM and 3
(GRY1)	press CBM and 4
(GRY2)	press CBM and 5
(LGRN)	press CBM and 6
(LBLU)	press CBM and 7
(GRY3)	press CBM and 8

Note: secondary colours on the 16 and Plus/4 are slightly different to the above.

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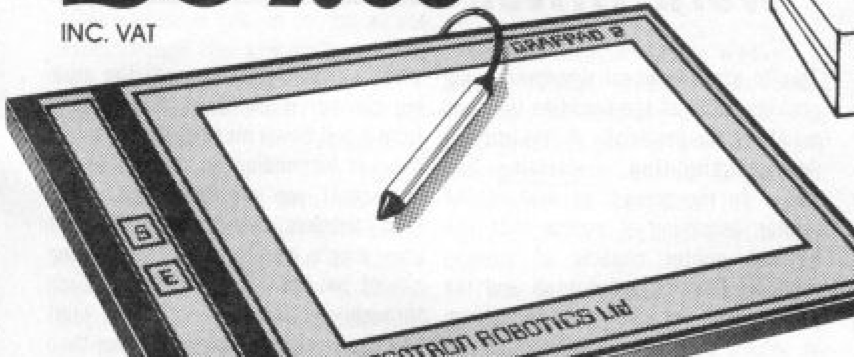
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CU8

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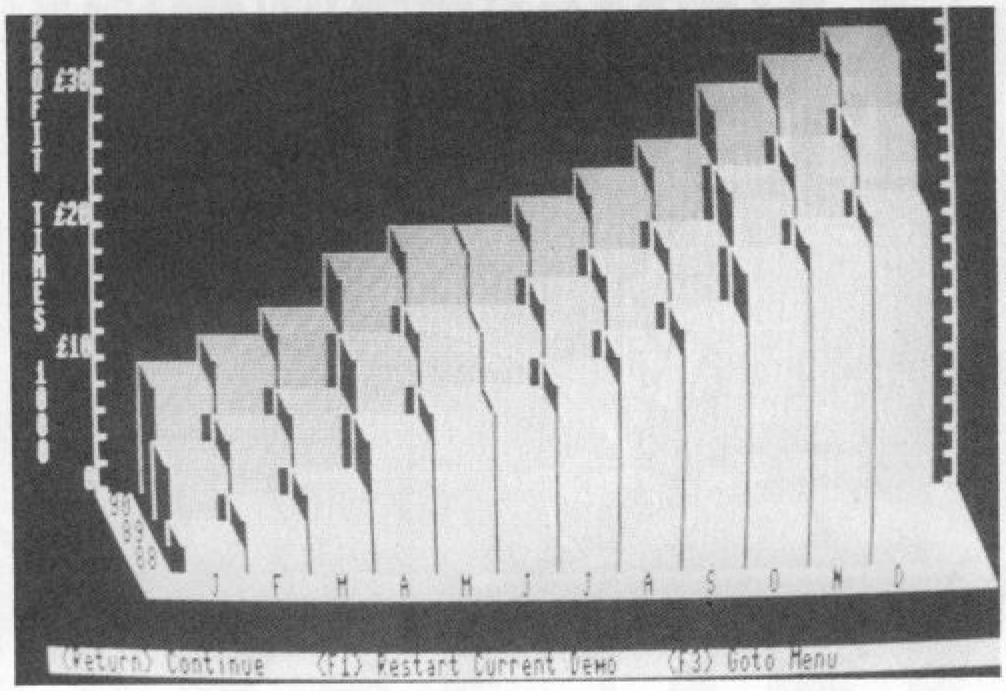
I enclose cheque value £ __________

If you prefer to pay by Access or Barclaycard, please state which...

BARCLAYCARD/ACCESS Card No: ____________________

SPECIFICATIONS

Resolution 1280 × 1024 pixels	**Output rate** 2000 co-ordinate pairs per second	**Origin** Left-hand corner or selectable
Repeatability 1 pixel	**Interface** Parallel	**Dimensions** 350 × 260 × 12mm



Timeworks software lets you produce spectacular 3-D graphics.

and insert more text in a line it just lets the line get longer and longer; you then have to use the 'format text' command to restore the correct line lengths.

You also have to set things like page width, left margin, page breaks etc, by means of a 'check mark' followed by a command string; which has the effect of breaking up the document unnecessarily. Despite this, newcomers to WP will find it simple to use, which is what really matters.

There are full search, copy, move and delete options and the final printed letter can include condensed script, sub and superscripts, headers, footers and mail-merge facilities. Documents can be chained together so that there is virtually no limit to the length of document that can be printed.

For those whose spelling is less than

Complete

At last, the Timeworks suite of business programs for the 128 has reached the UK – and we're first to review them. The four packages – *Word Writer, Swiftcalc, Data Manager* and *Sideways* – combine to produce a total yet inexpensive system, and they've been customised for the UK market.

Timeworks 128 Business Software reviewed

There are four programs in the Timeworks series for the 128: Word Writer, Swiftcalc, Data Manager and Sideways. Included with the Word Writer program is a spelling checker with an 85,000 word dictionary, while the database has a built-in report writer.

The data from one program can be used in the others, so that part of the spreadsheet can be included in a letter or document and information from the database can be placed in the spreadsheet without having to re-type it.

The result is a completely integrated system which is so versatile that there is little a small business could not achieve with it.

All the programs use the 80-column screen, so it is essential that you have a hi-res monitor on the RGB output of the 128. The programs are all available separately at a cost of £57.50 each for the three main ones and £34.50 for Sideways. They've also been anglicised so you won't see any sloppy dollar signs or Zipcodes instead of postcodes – a welcome change.

The whole suite makes extensive use of windows and pull-down menus. While not unique in this, it is well done and there are several help screens in case you ever get stuck for a command. The result is that you rarely have to refer back to the manual since 90% of the answers can be found on-screen.

Although the manuals are unlikely to get much use after the first few sessions, they are well laid out and include sections on how to set up the programs for your particular printer. Combine that with the example files that are supplied with each disk and a free telephone 'helpline' for anyone who has any problems and a beginner just can't go wrong.

Include spreadsheet data in Word Writer.



Word Writer

This is a professional wordprocessing package with all the facilities that one could ask for, especially at this price. It does **highlighting**, underlining and *italics* on the screen, as well as the printer, assuming of course that you have a printer capable of printing them. It has full word-wrap and the page can be set wider than the screen in which case it scrolls the screen across the page.

Having said that, however, it seems a curious mixture of pre and post formatting. If you type normally it will format as you type, but if you go back

perfect (and typing as well) the spelling checker is excellent value. Select from a pull-down menu and after a few minutes (depending on the size of the document) you are ready to correct your mistakes. A nice touch is that if you aren't sure what the spelling should be, the dictionary will search through and find the word you want and display it; a single keystroke then replaces the correct word in the document. If the word isn't in the dictionary then you can add up to 1,000 words of your own in a sub-dictionary.

A further facility is the built-in

Suite

by Chris Durham

calculator; this can be called up on screen and used to work out the results of sums and the result placed anywhere in the document. Although the overall package is not quite up to the standard of say, *VizaWrite Classic*, it comes fairly close; with the advantage of integration and price it has to be good value.

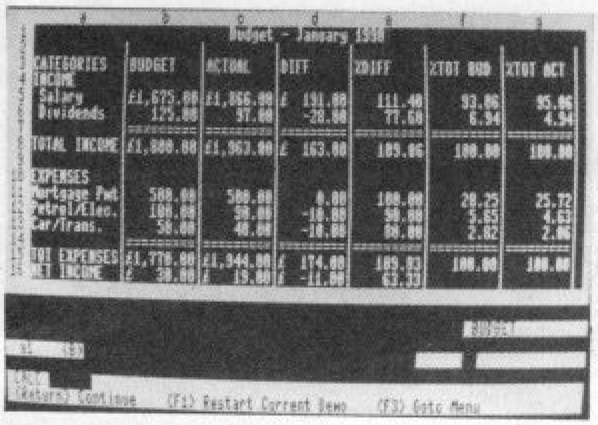
Swiftcalc

This is probably one of the best spreadsheets I have seen for the 128. It has a total of 250 rows by 250 columns and includes a whole host of mathematical and algebraic functions including trig functions, logs and complex IF . . . THEN . . . ELSE expressions. There are commands for calculating the value of an annuity (current and future) as well as investment interest. Formulae can be placed in a cell to allow 'What if' calculations and totals, with the formula being up to 240 characters long.

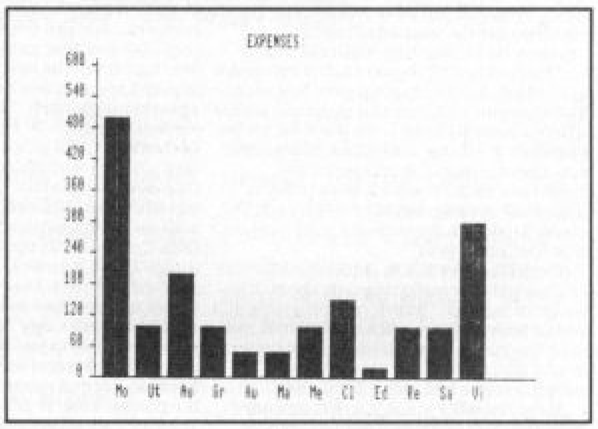
There is an option to freeze cells, either by row or column so that as you scroll through the spreadsheet, these cells remain on screen. In a similar way, cells can be 'locked' so that the contents cannot be accidentally overwritten.

A recent addition to Swiftcalc is the 'Super Graphics' module, which allows the printing of graphs and pie charts. These include 3-D Bar charts, scatter diagrams, line graphs and exploded pie charts, all of which can be displayed on screen as well as being dumped to the printer.

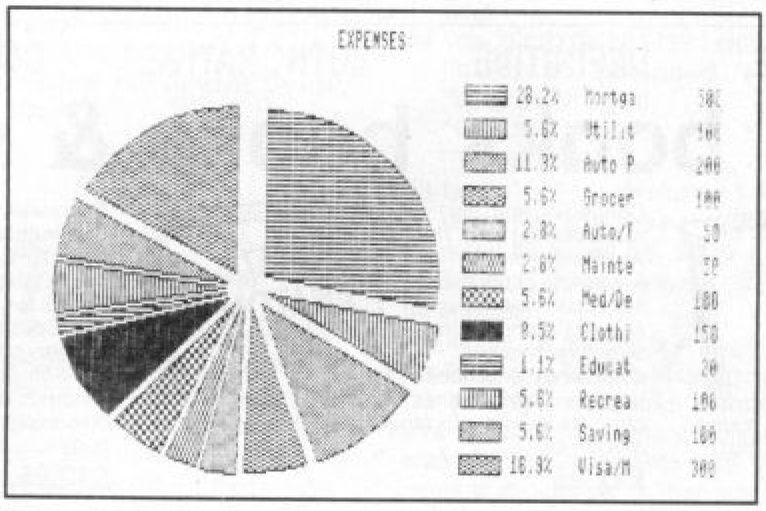
A final excellent option is the 'Quick entry' system for headings etc. If you want months as headings then just type 'January' in the first cell; by moving the cursor along a row or column the remaining months will be automatically inserted. The same applies for days of the week or dates (eg 1984). Overall, a powerful spreadsheet that is also extremely easy to use.



Swiftcalc — very powerful and easy to use.



Right and below — Super Graphics option in Swiftcalc lets you print graphs and charts.



Data Manager

This is without doubt the weakest of the three main programs. The record creation facilities are good, the sizes are generous and it uses the same basic methods of control as the other programs, but somehow the person who wrote this one didn't get it quite right.

There are a number of niggling problems which detract from the facilities. For example, every time you use the printer you have to tell the program whether it uses ASCII, whether it needs a linefeed etc, all of which is totally unnecessary after the first occasion. Likewise, I found the Report Writer, while perfectly adequate, had some funny little quirks which could easily have been avoided.

Having said that, Data Manager still gives very good facilities and the search options are particularly good. There are a wide range of search criteria and it will search for a string within a string although wild cards as such are not allowed. You can then do second and subsequent searches to whittle the number of matches down even further.

There are statistical and graphical options, but the latter is not up to the standard of Swiftcalc; you would be better transferring the data to the spreadsheet and then using the Super Graphics module.

There are some spreadsheet type commands built-in to allow totals etc to be calculated and all the records can be sorted in alphabetical, numeric or chronological order.

Finally, there is a label facility. This allows company addresses to be associated with items in the database, eg for orders etc, and these can then be used to create labels for letters, parcels and invoices. This also includes the salutation for use in the WP program. Overall, this is an adequate rather than an outstanding database system, but the fact that it can be combined with both of the other programs is a definite plus.

Sideways

This is an ideal program for all those who have struggled with sellotape etc to create a spreadsheet which is wide enough to see all at once. Most spreadsheets print across the width of the page, then jump the the next page to print more columns.

Sideways turns the entire spreadsheet through 90 degrees and prints down the length of the paper. With fanfold paper there is therefore no limit to the width of the spreadsheet.

The stand-alone version will work with a large number of commercial spreadsheets such as Multiplan or Practicalc or any other program that produces an ASCII data file. Swiftcalc includes its own version of Sideways, but this will *not* work with any other spreadsheet.

Summary

The fact that Timworks have gone to the trouble of anglicising the programs and that they are simple and easy to use, will mean that they will have a wide appeal to those who want to use their 128 for serious business. Although there are better programs on the market they are all more expensive and at £172.50 for the complete suite, Timeworks are offering good value for money. □

- **Word Writer (£57.50)**
- **Swiftcalc (£57.50)**
- **Data Manager (£57.50)**
- **Sideways (£54.40)**
- **Timeworks (UK) Ltd.**
- **PO Box 453**
  Maidenhead
  Berkshire
  SL6 1ST
- **0628 74678**

Get more from

Part Two • SUPERBASE

by Geof Wheelwright

Last month we gave you a set of problem-solving answers compiled by Precision Software from their knowledge of the questions Superbase users most frequently ask. Here's the second installment of tips, to let you get more from Superbase.



? Why can I not use 'copy-all' or a similar utility program to copy my database?

Superbase data is not stored like other disk files. In fact, it compacts all the data before it stores it on disk. Superbase also maintains its own 'record directory' on the disk. It is this directory that enables rapid access to any record in the file.

The reason 'copy-all' does not copy correctly is that the directory is sensitive to the exact location on disk. That is, 'copy-all' copies the data but since it does not copy it to the same locations, the copy fails.

Superbase uses this method because it's fast. Using the Commodore operating system would be much slower. The supplied Utility program does not do a simple copy. It actually duplicates the database structure, then transfers the data into it.

? I made a change to my file format and now I can't read my data beyond a particular record. Is my disk corrupted? I've tried both Utility and Backup but to no avail. Are they faulty too?

The software is not faulty, but here's why you have a problem.

When you changed the file format, the data did not get changed. Changing the format by adding a field at the end or deleting the last field is safe but if you add or delete a file in the middle, you change the field order. So your fields and the corresponding data are then mismatched.

There's three ways of fixing the problem. Firstly, if you've only just changed the format, change it back and delete all records stored since the change. If the file is small, change all the field types in the format to text, locate and amend the troublesome record(s) and then change the field types back again. However, if the field is large, change all the field types to text, export the data, recreate the database and/or file on another disk, then import the data.

If you take printouts of the format and file status whenever you create or ammend a file, fixes will be easier to implement.

? I am having difficulty numbering pages in reports. Is there an easy way to do this?

Here is an elegant example that prints page numbers:

```
10 report "customers"
20 pn=1:pl=66:h=11:rem h is
   still title + footing lines
25 plen pl: tlen 60: rem 6 footing
   lines
30 title "CUSTOMER LIST" @60
   "PAGE:" &2, 0pn; cr$cr$
   "CUSTOMER" @20
   "BALANCE" @30
   "TELEPHONE"cr$
40 total t1=t1+1; x=abs(t1+1+
   (h*pn)=pn*p1); pn=pn+x
50 detail all [name] &5, 2@20
   [balance] @30[telephone]
60 endreport
```

The key to the program is in line 40, the 'total' line. We take advantage of the 'total' command's ability to count lines automatically, and record the number of lines output with each record in the variable T1. Next, the variable x takes a value each time a record is output, either 0 or 1. This value is worked out as a test of the equality of two expressions.

The left-hand expression evaluates a figure based on the line count, T1. The right hand side evaluates a figure based on the current page number, PN, times the page length in lines, P1. The last expression on the line increments the page number itself. Whenever X is 0, that is on all lines except the last, PN is incremented by 0, i.e. it is unaffected.

But whenever the two are equal, which only occurs at the end of a page, the page number is incremented by one ready for the next page. The actual page number is of course printed as part of the 'title' line. It works, honest . . . .

If you plan to use this routine, be sure you set up the initial variables correctly. The page number, PN is set to whatever you want, normally 1. The variable H holds the total number of lines printed in 'title' and the difference between the values for 'PLEN' and 'TLEN'. Finally, use a variable for 'PLEN': I have used P1, which reappears on line 40 as part of the key expression in the middle.

? What do I do when I get a 'disk full' message?

After the disk full error, the simplest solution is to start using the backup disk as the master. Also, make a backup of the backup before you start work.

In no circumstances should you do any kind of write operation on the disk that has produced the disk full error. If you have Superbase version 2, use the 'utility' program on the Superbase disk to recover and copy the database to a new disk. This also compresses it. You may lose the data that was being written when the disk full error occurred, unless you were already using Version 2.

If you have Superbase Version 1, life is not so easy. If there is any space on the disk after deleting lists, help files, etc., use the 'output to' command to extract record data a little at a time using a series of key lists created with 'find'. For example, put '=A?' as the criterion for the key field to extract all records whose keys begin with A.

After using 'output to', copy the data file to another disk with a non-Superbase utility. (If you have a dual drive — but not twin units — both the key lists and the data files may be created directly on the other drive.) Copy the file definition(s) across too. Recreate the database, name the database files, modify each one with a dummy textfield at the end, and import the data.

Purchase of Superbase Version 2 is strongly recommended by Precision if you want to get the most from your data files. □

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TOMMY'S TIPS

When it comes to answering your technical and programming queries, whether they're on the 64, 128, 16 or Plus/4, Tommy's your man. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.

Slipped disk

● Please help. I have a Commodore 64 and 1541 disk drive and during the last few days I have had disk problems. When I have run the Disk Check Program I get error 73. According to the disk handbook this means that the disk has been formatted in a non-compatible format but they were formatted with my own hardware so how come the problem?
G.H. Greenway, Worcs.

This sounds very much as though your disk head is out of alignment. This problem can cause several peculiar errors to be generated because the disk drive can no longer correctly read the information stored on the disk. If you can format a brand new disk and then read it correctly, but you can't read an older disk then this is almost certainly the problem.

One way of solving it is to buy one of the disk-head alignment utilities which allows you to reset the head yourself. The other way is to take it to your local Commodore dealer or send it to one of the repair organisations, but this could prove a little more expensive. Either way, don't continue to save programs or data on disks as you could destroy data already on them until the problem is sorted.

Cartridges

● I have a program on a ROM cartridge that I can exit to Basic from by selecting the appropriate key from the menu.

As the cartridge was second hand it came with no instructions. I need to be able to recall the program without switching off (e.g. with a SYS command).

How can I find the memory location for this program to enable me to do so?
A. Foster, Southport.

There are two ways you can restart the cartridge, depending on what you want to save in the memory. If you have only machine-code routines or POKEd values which you want to keep you can use **SYS 64738** which will warm start the computer and restart the cartridge. If you want to retain any Basic program (which might cause a clash with some cartridges) then try **SYS 32768** which will go to the location holding the 'jump address' of the start of the cartridge code. Note that some cartridges check particular memory locations when they start up so that if they have been altered the program immediately crashes, in which case a restart will not be possible without turning off the computer.

Spare chip

● I've had my C128 for a while now, and I'm very pleased with its performance, but I wondered if you could help me with two points.

Is there any way to switch in the Z-80 processor so I could use it from Basic, and secondly, how do I get 640 x 200 resolutiion, as I can only seem to get 320 x 200 maximum with the 'GRAPHIC 1,1' command. I'd be grateful if you could help.
T. Barrett, Andover.

I regret that you cannot run Basic with the Z80 processor. The reason is that the built-in Basic interpreters are designed purely for the 6510 and 8502 processors; they cannot generate the code needed for the Z80. You may be able to get a Basic compiler which will run under CP/M with your Basic program initially stored as a text file (if you have the 1570/71 drive), but the Basic program could not take advantage of the 128's facilities such as sound and graphics etc.

The GRAPHIC commands only act on the 40-column screen, so the maximum resolution you can obtain is 320 × 200. The only way to obtain the 640 × 200 resolution is by using the 80-column screen in bit-mapped mode. In the same way that users of the 64 had to perform intricate calculations to draw on the bit-mapped screen, so you will have to do the same thing if you want the higher resolution; there are no BASIC 7.0 commands to allow access to this mode.

List lock

● I am writing a program that enciphers and deciphers a certain code. It is designed to run on the 64. However, I have tried to disable the stop keys by using POKE 806,115. This did disable it — and the return key! I also attempted to change the Basic pointers (in direct mode) but this failed to restrain the listing. Could you please advise me on a good list lock?
R. Gornmas, Worcester.

The best way of preventing anyone seeing the code is to generate a warm start (reset) whenever anyone types LIST! This can be achieved by **POKE 774, 226: POKE 775, 252.** If you don't want to be quite so mean, the following will just ignore the LIST command: **POKE 774, 131: POKE 775, 164.** As for the STOP key, this is disabled together with the RESTORE key, by **POKE 808, 54: POKE 809, 188.** Note that as an alternative you can disable both together with **POKE 808 234;** this will result in LIST producing rubbish, although the program will still happily run.

Transformer

● I have a Commodore 64 which I bought in Germany. I am now posted back to the UK and I was wondering if the transformer will work satisfactorily in the UK as it is

TOMMY'S TIPS

rated at 220V without damaging anything?
If not would a 240V transformer operate satisfactorily on my computer, as I have noticed that the pin configuration on the DIN plug is slightly different?
Corporal C. Wils, BFPO 43.

You should not have a problem using a 220V transformer in the UK since most equipment these days is designed to work over a wide tolerance of mains voltage. The mains is seldom exactly 240V and the small increase in output voltage will be handled by the internal voltage regulators in the computer itself. However, there is a slight possibility that the transformer may already include a 'tap' for 240V input. If the computer is out of warranty then take the transformer casing off; if there is a spare contact on the input side the chances are it will be for 240V. Get a service engineer to check it for you if you are not sure what to do.

Sprite mover

Please could you help me and tell me how to move sprites around from left to right on my C128. I have tried but I cannot seem to get it exactly right. Also when I save my home made games on tape when I re-load them the sprites have turned back into their block shapes. I would be very grateful if you could help me.
N. Pallance, Essex.

I can't quite see what the difference is between moving right-to-left and left-to-right. The simplest way is to set up a vector (speed and/or direction) using MOVSPR. The following examples show how to move a sprite anywhere on the screen:

MOVSPR 2, – 20, + 7 — moves Sprite 3, 20 pixels left and 7 down.
MOVSPR 4,20,220 — moves Sprite 4, 20 pixels at angle 220°.
MOVSPR 5,270 = 15 — moves Sprite 5 at max speed at angle 270°.

When you have defined your sprites you can save them using BSAVE from their normal storage locations. Then load them at the start of your program from BASIC using **LOAD" [filename]",1,1.** The second **1** forces the data to load back to the locations it came from, thus putting your sprite data back into the right place.

Beep routine

I have written a programme with my 64 to cover all my needs in VAT accounting for my business, it works perfectly except for one small annoyance.
I have included a routine to check the accuracy of my entries of input invoices, it checks that the invoice total matches the sum of the goods + VAT entries and beeps if incorrect, so that I can make any corrections before filing to disk.
The problem is that it bleeps on many occasions when the entry is correct.
Perhaps you could help?
I include a copy of the offending routine, I have added the line to print (wrong) rather than include the beep routine.
S. Madgwick, Sussex.

```
901 INPUT "(DOWN)
    INVOICE TOTAL £"; IT
920 INPUT "(DOWN)
    RATEABLE GOODS £";
    GD
930 INPUT "(DOWN) ZERO
    RATED GOODS £"; ZR
940 INPUT "(DOWN) VAT
    AMOUNT £"; VA
950 TT=GD+ZR+VA : IFTT =
    ITTHENS 910
960 PRINT "WRONG"
970 GOTO 920
```

Your problem is due to 'floating-point inaccuracy' which basically means that if you arrive at the same floating point answer from different directions there is no guarantee that the actual values will be the same. This is because computers cannot store floating point values precisely, they are held to a 'best approximation' which depends on the number of bits being used to store them.

The ways round the problem are to convert to floating point only at the line in which you want to do the comparison, to check for an approximate comparison rather than exact equality or to compare integer values. To compare integers, change line 950 in your program as follows:
950 TT=INT ((GD+ZR+VA)* 100) : IFTT=INT (IT*100) THEN 910.

This will silence your machine except for genuine errors!

Digital display

I am the proud owner of a Plus/4 and at the moment I am writing a simple game. I have one problem though. I'm trying to print a stopwatch, but I can't get a digit to print in the same place as the previous digit. I've tried a PRINT TAB statement but all I get is a list of digits. Could you please help me? Advice would be very much appreicated.
S. Taylor, Cumbria.

You can place a string or number at a given point on the screen very simply, using CHAR. However, if you are going to be overwriting a floating point number with another you will get problems when the position of the decimal point changes when you go from 1 to 2 digits before it and so on.

The best way of displaying numbers of any sort in these circumstances is to convert the number to a string and pad it with zeros or spaces so that the decimal point (or 'spacer' character) is always in the same place in the string. The following line of code places the string NUM$ in row 6 starting at column 10: **CHAR, 10, 6, NUM$.** By placing this inside the loop that updates NUM$, you can have the effect of a changing clock, or changing anything, in the same screen position.

Wrong address

I have a problem with my Commodore 64.
Whenever I enter something like POKE 54296, 15 and then PEEK the same address a totally different number occurs. However, although different numbers occur when I peek the location, any programs such as a sound program works perfectly. I have worked out that this problem occurs from address 53266 to 65535.
I wondered if using a wire to reset the computer would be the cause of the problem. I would appreciate your views and any advice you could possibly give.
P. Gunning, Eastbourne.

You don't actually have a problem, since some of the registers in this area are 'write only'. You can alter the contents of these registers, but cannot read them; the result of a PEEK will often be zero. This is not true of all the addresses however, since some of them, such as 56320 and 56321 return the values of the joystick switches and the FIRE buttons. Therefore, some of the addresses in this area will allow you to change them, but not read, while others can be read, but not changed (at least, not by POKEs). Using a 'wire' reset, by which I assume you mean grounding the 'reset' line on either the User-port or the serial port, does not have any effect on whether you can PEEK or POKE an address.

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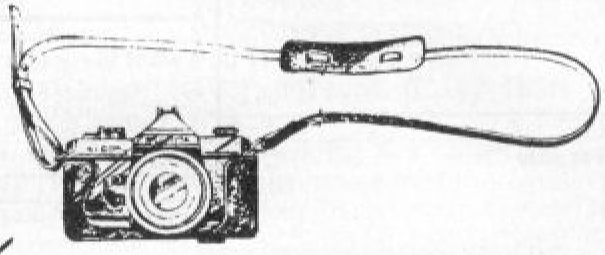
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Hot Shots on holiday

By Mike Pattenden



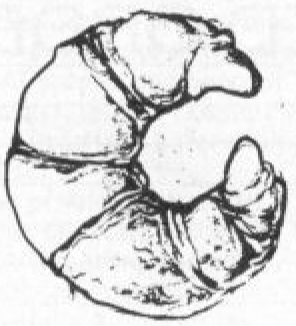
Oh, the sun has got his hat on, hip, hip, hip etc, I'm off on holiday on the proceeds of all those bribes from Elite, Ocean and US Gold. So just to get me in the mood here's a Holiday Hotshots for you. Grab yourself a Singapore Sling from the jug and sit yourself down under the sunshade, I wanna tell you a story . . .

● The questiion, the burning question I should say is where is everybody going for their summer hols on the ill-gotten gains of their full-priced games this year?

It's a well-known fact that if you've got money and you aspire to status than you've got to have a car and an expensive holiday. The car as you should all know by now is a Porsche. A Porsche because they're fast and brassy. Someone accused me recently in the letters page of being a Porsche fanatic which is totally wrong. I'm a Ferrari Daytona or GTO man. Throw in an Aston Martin as a runaround, I'm happy.

Anyway where are the wealthy software dons heading this summer, Miami? the Carribean? Well I'm disappointed at the lack of exotic locations actually. The best one I've heard of so far is **Domark**. Where would you expect them to go? A week in the London Dungeons maybe, or perhaps it might be the sexdens of Bangkok? No, **Mark Strachan** told me, after much debate on the other end of the line ("Quick Mark, where are we going, what's right for our image?"). The line clears and a voice tells me "Yes Mike, just checking the diary there, I'm going to Castle Strachan in Scotland, that's a little castle I own near Loch Gerry, and Dominic's off to his Villa in the south of France. Sure lads and I'm off for a cruise in the Space Shuttle . . .

● And where is the Games Man going, that frustrated popstart of the software world **Geoff Brown**, lord of all US Gold product? Well it seems he's worked a bit of a freebie. He's off to the south of France with his Lieutenant Tim Chainey and a French distributor Albert de Loridon of Micromania. Money comes to money eh . . .?



● Now, most importantly, where are the richest software house of the lot going? I mean Ocean of course and in particular David 'God' Ward, the godfather of gaming. His lieutenant, Paul Finnegan, tried to convince me that the three of them (John 'the Fridge' Woods being the other muscleman) were going to a caravan in Telakka? North Wales. This is the kind of place hard-up Scousers go — it's a sort of joke. Naturally I wasn't swallowing that one. After some severe cross-questioning I managed to ellicit that 'God' was off to Italy (Sicily?) for a few weeks, John was off to the South of France and Paul had just come back from Rhodes (110° in the shade, currently).

● And what of the young pretenders? The man who comes rushing to mind here is **'Thrifty' Steve Wilcox** Elite's boss. The man who works seven days a week, 360 odd days a year without a lunchbreak is going to Greece with some mates. Mind you, his dad Brian, the other half of Elite ordered him to take it . . .

● What of the programmers? Some of these guys do all right out of their games. Well **Jeff Minter**'s off to Corfu with the hippy convoy. Sorry that's a lie, he's going with a few mates. I asked **Andrew Braybrook** where he was going fully expecting him to be off to the Algarve or somewhere exotic on the royalties of **Uridium**. Not at all. He can't bear to be away from his computers for any length of time. "I might take a break down the arcades for a couple of days, but that's it." What a boring chap . . .

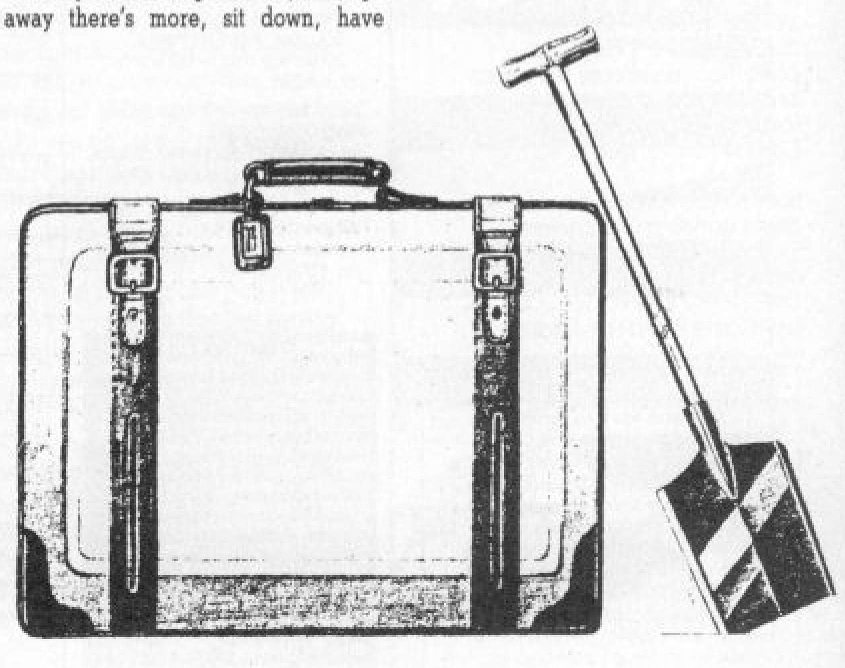
● **Mark Cale**, System 3's youthful supremo (hoho) won't be going anywhere. He's just come back from the CES show in Chicago. The reason I know this is because he was sighted there by a hotshotophile. No, don't go away there's more, sit down, have another drink. Mark was spotted in a queue at the show. See the CES show, apart from being the place to show off your softwares is also the premier spot to exhibit the up and coming porn movies. Stars of such celluloid masterpieces often turn up to the show to give autographed pictures away. Guess which queue Mark was in? Got it in one, told you it was worthing waiting for . . .

● Whilst we're talking gross let's just give you an update on poor **Sigue Sigue Sputnik**. The band are currently quaking in their high heels because their single took a nose-dive after two weeks. The computer game I mentioned to you last month is due to appear sometime, but only after much hard work by the PR men. Two such wacky types turned up at **Domark** all slutted up, hair up to the rafters you know the kind of thing demanding £80,000 for the rights to the game. They were sent packing (surprising) and had several more fruitless journeys before they finally secured a major deal. Sorry but I'm still not interested in the exclusive.

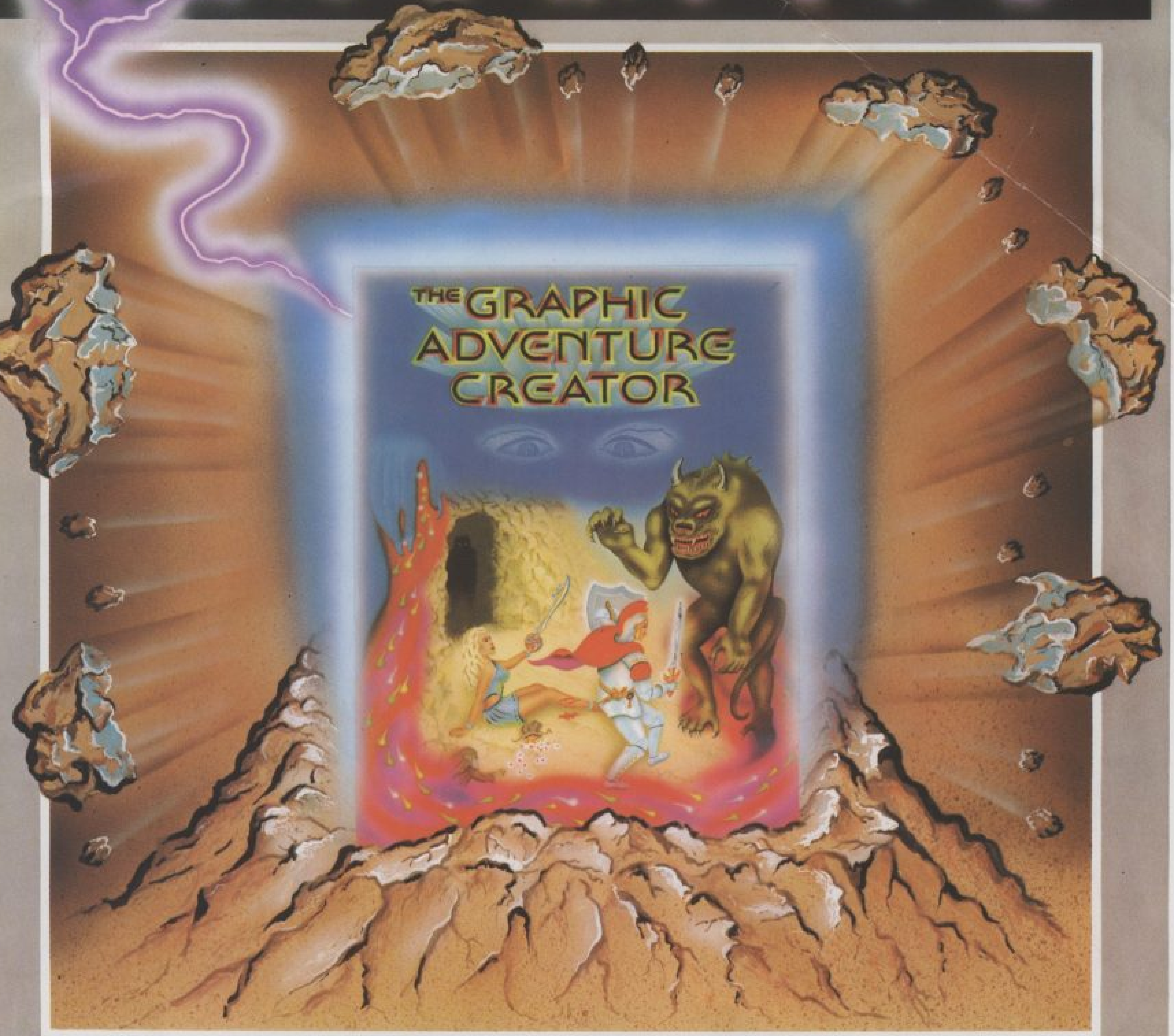
● Now for a good 'un. My old country and western pickin' pal **Fergus** from Probe was at the centre of a shoot out last week. Well actually he was playing around with a toy gun in a London pub when someone spotted him and phoned the police. A dozen heavily armed constables came crashing through the door ten minutes later only to find an embarassed Fergus shouting "I've done my tax this year, I've done my tax this year" . . .

● Finally I want you to try and guess which two software companies have still not coughed up the money for their **Off the Hook** Champagne, supposedly donated some six months ago. Answers on a postcard please or another fat payoff from the people concerned or it goes in next month . . .

● Well, I'm going for a dip now, coming . . ? □



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